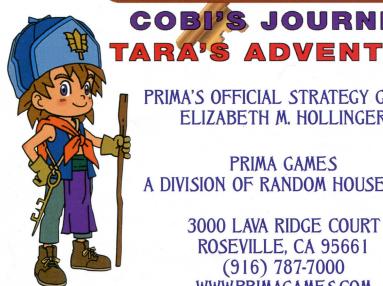
# PRIMA'S OFFICIAL STRATEGY GUIDE







PRIMA'S OFFICIAL STRATEGY GUIDE ELIZABETH M. HOLLINGER

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# AN INTRODUCTION TO DRAGON WARRIOR MONSTERS® 2

# WELCOME TO GREATLOG!

Dragon Warrior Monsters 2 is the sequel to the monster-breeding game Dragon Warrior Monsters. In Dragon Warrior Monsters 2, you take on the role of Cobi or Tara, two siblings who travel with their parents to the land of GreatLog. GreatLog is the rival island of GreatTree, the home of Monster Master Terry and his blue buddy, Watabou. If you haven't played the original, don't worry. You'll be formally introduced to any characters from DWM.

Dragon Warrior Monsters 2 is a combination monster breeder and RPG. Both parts of the game are intricately woven together, and you must play both to complete the game. The first half of the game requires you to use your wits to complete a dangerous quest for a replacement Magic Plug. You have to mate the monsters you capture in the wild to create new and powerful monsters. Powerful Bosses and dangerous locales require you to create the best team possible. When the main quest is over, the game continues with a different aim. Now you must become the ultimate Monster Master and collect all 312 monsters. Completing this quest will take time, planning, and an adventurous spirit!

# THE COBI VERSION AND THE TARA VERSION

Both games include the same quests and features. However, each version has monsters that can only be found in the wild in that particular version.

# Unique Monsters in Cobi's Version and Tara's Version of DRAGON WARRIOR MONSTERS 2

Co	bi	Ta	ara	
Belzebub	Dumbira	NoctoKing	SnakeBat	
AmberWeed	HaloSlime	Lionex	Mummy	
CatFly	Garudian	Picky	TreeSlime	
Aquarella	ManEater	LizardMan	Pyuro	
Centasaur	Hork	Sickler	TropicGel	
DeadNoble	Mudron	MiniDrak	Vampirus	
CoilBird	LandOwl	Skullroo		
DrakSlime	M. Co	MultiEyes		

In addition, the Cobi and Tara versions of the game have keys that are unique to each version. To collect all of the keys, trade back and forth between both versions.

# THE MAIN CHARACTERS COBI AND TARA

Cobi and Tara are the two playable characters. They are the son and daughter of monster farmers who have traveled to GreatLog at the request of the King to set up a new Monster Farm. Both Cobi and Tara are skilled at caring for monsters, and feel responsible for the fate of their new homeland.

# WARUBOU

Warubou is the sneaky elemental spirit who hangs out with Prince Kameha. When the two of them are together, mayhem isn't far behind. For all of the trouble he causes, Warubou is a wise monster and a helpful teacher of new Monster Masters.



# PRINCE KAMEHA

Prince Kameha is the only child of the King of GreatLog. He is dreadfully spoiled and has the run of the whole island (to the great dismay of the citizens). Kameha has a reputation for making rash decisions and getting into a lot of trouble as a result. He is a fierce rival and will not rest until he becomes a better Monster Master than you!

# THE KING OF GREATLOG

The King of GreatLog oversees his kingdom from his chambers at the top of GreatLog. He is a judicious King who has a soft spot for his troublesome son, Kameha. He is very concerned about Kameha's restless spirit and tendency to disappear in times of trouble.



# PROF. MONSTER

Prof. Monster runs the Starry Shrine on GreatLog. He is well known for his scholarship on monster breeding, and he's happy to help young Monster Masters improve.

# **EGG EVALUATOR**

The Egg Evaluator has a shop on the first floor of the Starry Shrine. She can penetrate the shell of a Monster Egg and see the future of the monster inside. The Egg Evaluator also knows special charms and incantations, which can change the gender of an Egg.



Whenever you find a Magic Key, bring it to the Key Appraiser and he'll tell you the key's name and where it will take you. If you want to become the best Monster Master in GreatLog, you'll spend a lot of gold in this man's shop!

# HOW TO USE THIS GUIDE

This guide is filled with information to help you on your journeys. It is not, however, meant to stand in for the *Dragon Warrior Monsters 2* manual. This guide is written with the expectation that you have already read the manual and are familiar with the game basics.

The guide is divided into two parts. The first part contains everything you need to complete the Magic Plug quest and find the keys to complete the Hidden Key quests. These sections also contain information about monster breeding, capturing wild monsters, and competing in the Arena.

The second part contains all of the information you need about the monsters, items, and skills in *Dragon Warrior Monsters 2*. Turn to the Monster Compendium when you need information about a certain monster. "Breeding Patterns" contains all of the breeding patterns for all 312 monsters and 11 Families. And finally, "Skills and Spells" and "Items Galore" contain all the information about the skills, spells, and items in the game.



# THE BASICS OF DRAGON WARRIOR MONSTERS 2

Dragon Warrior Monsters 2 puts you in the role of Tara or Cobi, a brother and sister who travel to GreatLog with their parents to open and run a Monster Farm at the King's request. When you talk to your father and brother/sister on the ship, your quest to become a Monster Master begins.



#### ■ Your first glance of GreatLog

Dragon Warrior Monsters 2 is set up differently from Dragon Warrior Monsters. The first part of the game focuses less on your entry into the Starry Night Tournament, and more on the quest to find a replacement Magic

Plug for the island. When you land on

the island, your Mother asks you to go to the Vault to pick up a package from your grandma. As soon as you exit the farm, you run into Prince Kameha and his sidekick, Warubou. Warubou can be quite a pest, and he and the Prince are always up to no good.





# ▲ Watch out for Warubou and the Prince! They are tricksters.

On your way to the Vault, you witness the trouble Warubou and the Prince get into! After you claim your grandma's package (a yummy nut pie) from the Vault, you find Kameha and Warubou blocking your path home. Talk

to them outside the Vault, then watch out when you run into them again by the well!



■ Looking for the Vault? Let this picture be your guide.

Warubou wants that delicious nut pie. In your struggle to get your package from him, it flies into the well and Warubou and Kameha follow it.



# ▶ Warubou has done it now!

While Warubou plugs the hole, run for help. Talk to all of the island's inhabitants and see if there are any Monster Masters willing to search for a new Magic Plug. If you cannot find someone to undertake the task, you will have to go instead!



#### Oh no! The package is heading. toward the well!

The battle for the nut pie continues at the bottom of the well, when Prince Kameha gets knocked into the plug that is stuck in the Log's Navel, causing the plug to come loose and disappear. Without the Magic Plug, the island's life force starts to escape; ultimately the whole island of GreatLog will sink!



#### The islanders' reaction to the news about the missing Magic Plug is less than encouraging.

After you talk to everyone, Warubou asks you to take on the quest to find a new Magic Plug. He gives you two Magic Keys: the Oasis Key and the GreatLog Key. When you use one of these keys on a Magic Door (like the one to the left of

the Navel and down the stairs), you will be transported to new worlds. Use the Oasis Key to visit the Oasis World and the GreatLog Key to return to GreatLog.

► The Magic Keys Warubou gives you can transport you to amazing worlds filled with interesting monsters. Before you go, find one monster to take with you.

Before you can start your quest, return home to receive a gift from your parents. In addition, you need to find a monster to accompany you on your journey. The worlds you are about to visit are filled with monsters, and you need protection.



### ▼ Talk to people before heading off to the Oasis World. You never know what someone might give you.





# FLOW OF THE GAME

There are two parts to *Dragon Warrior Monsters 2*. The first half of the game revolves around the quest to replace the broken Magic Plug for the Log's Navel. There are five worlds, each of which holds a special treasure that might work to plug up the Log's Navel. At the start of each segment of the quest, you must find the key to the next world. These keys, which are the Main Keys, bear the name of the world to which they belong. So, the Oasis Key that Warubou gives you at the start of the game unlocks the door to the Oasis World.

In each of the five main worlds, you must solve puzzles, settle disputes, and solve problems amongst the citizens. You'll receive the world's treasure as a reward. These items work as Magic Plugs, but they have other powers as well. Warubou gladly passes on these powers to you. The more powers you gain, the more you can progress.

When you've completed all of the events in a world, it's time to find the next Main Key. Between each of the Magic Plug worlds, explore GreatLog to see what's new. After you complete the events in the Pirate World, head over to the Starry Shrine and start mating your monsters.

When you get the true Magic Plug, the credits roll and it's on to the second part of the game. This half focuses more on monster breeding and becoming the ultimate Monster Master. At this point you can start searching for the Hidden Keys. There are three Hidden Keys for Tara to find, and three for Cobi to find. To collect all six keys, you must trade your keys between the Cobi and Tara versions of the game. These Hidden Keys are similar to the Main Keys and will lead you to a set world with a set scenario.

After you find a Magic Key, you can start playing around with it. These keys differ from the Main and Hidden Keys in that they do not have a set name and designated location when you find them. To find out where they lead, take the Magic Key to the Key Shop in GreatLog. There the Key Appraiser will divine the key's name. When you know the name, you can use the key on any Magic Door. Worlds entered with Magic Keys are randomly generated like the worlds in *Dragon Warrior Monsters* were. You can learn more about these worlds in "After the Credits Roll...."

Map Legend

Starry Shrine and Egg Evaluator

Monster Farm

Item Shop #1
Item Shop #2

Stable

# WELCOME TO GREATLOG

GreatLog is the center of all activity. You may not spend as much time here as you do in the mystical worlds, but the services here will make your journeys much more effective and fun.

▼ The World of GreatLog



# THE MONSTER FARM



The Monster Farm your family runs provides all of the basic services you need to keep your monsters in style and comfort whenever they are at home. To drop off monsters, pick up new ones, or check on the ones you have, talk to your sibling. He or she can also release excess monsters into the wild if you so desire. At its

the wild if you so desire. At its largest size, the farm can hold a maximum of 30 monsters (either live or in Egg form).

At the Monster Farm, there is a nest where you can raise any Dream Eggs you find on your journey.



# THE STABLE

In the northeast corner of the farm (across the Beavern's bridge) are the stairs to the underground Stable. Talk to the Toadstool to put your monsters to sleep, wake sleeping monsters, or release sleeping monsters into the wild. The Stable can hold up to 30 sleeping monsters, but you must wake up monsters who are sleeping in the Stable before you can use them for breeding or traveling.





Talk to the LandOwl in the back of the Stable to find out your monsters' maximum growth levels.

# THE STARRY SHRINE

Both the Egg Evaluator and Prof.

Monster are housed in the Starry Shrine.

The Egg Evaluator is on the first floor.

She can tell you all about your

Monster Eggs, from predictions about their strengths and weaknesses to their gender.

The Evaluator can also change the Egg's sex through special songs and

incantations. This is an invaluable service when you are trying to breed a specific monster.





# TIP

Talk to the folks in the Egg Evaluator's chamber as often as you can. Every once in a while you will find someone who will give you a Monster Egg just for asking! This is a great way to obtain rare monsters like the WhaleMage.



Downstairs is Prof.
Monster, who is in charge
of monster breeding and Egg
hatching. Talk to him
whenever you want to mate
your monsters or hatch an
Egg. See "Monster Breeding
Tactics" for more detailed
information on monster
breeding.





# ITEM SHOPS

There are three Item Shops along the docks in GreatLog. They have most of the items you need at reasonable prices. Each shop becomes available at a different point in the game and offers a different variety of goods.

# Item Shop #1

Item	Price	ltem	Price
Antidote	4G	Herb	10G
BeefJerky	10G	LoveWater	50G
Bookmark	50G	PorkChop	40G
D-Scale	20G	WarpWing	25G

Shop here after you undertake your mother's errand for LoveWater and after clearing the events in the Oasis World.

# Item Shop #2

7	Item	Price	Item	Price of	
	AwakeSand	20G	Potion	200G	
	Bookmark	50G	Rib	200G	
	Laurel	20G	SkyBell	20G	
5.4	LogTwig	50G	WorldDew	500G	
	MoonHerb	20G			

The owner of this store needs help unloading his wares from the ship. If you bring him an ArmyAnt (found in the Pirate World), he'll have his shop up and running by the time you complete the events in the Ice World.

# Item Shop #3

ltem	Price	ltem	Price
BeastTail	800G	Mist Staff	700G
Bolt Staff	3,000G	ShinyHarp	1,000G
ElfWater	2,000G	Sirloin	1,000G
Friend Staff	800G	Wind Staff	1,500G
GoldPass	20,000G	WorldLeaf	1,000G

The owner of this shop holds a grudge, especially against young Monster Masters who run around crying wolf. Even when the island starts to show signs of sinking, this shopkeeper has a hard time admitting that he was wrong. He won't sell to you until after you've found the Magic Plug and saved the day.



# THE VAULT

Go to the Vault whenever your inventory gets too full or you're carrying too much gold. Here you can deposit and withdraw gold and extra items.

# THE MEDAL MASTER

The Medal Master lives above the Vault. He collects TinyMedals and allows you to trade the ones you find for rare Monster Eggs. If you collect enough TinyMedals, you can buy an Egg containing a rare Demon Lord.

Devel	10 M- I-I-
Darck	10 Medals
HornBeast	4 Medals
MadCat	3 Medals
MeteOrb	3 Medals
Octogon	5 Medals
Servant	5 Medals
SkyDragon	4 Medals



\*The Darck Egg only becomes available after you've found the Magic Plug and finished the first part of the game.

# THE ARENA

In the Arena you fight against Monster Masters from many different worlds. There are three Battle Modes in the Arena: Kid's Club, Challenge Battle, and Free Battle. After you complete the Kid's Club, you move onto the Challenge Battle. Winning the battles in the four Challenge Battle classes moves you into the Free Battle mode. The Free Battle mode is similar to the Challenge Battle mode, but you can compete in each of the four battle



classes as often as you like. See "After the Credits Roll...." for more detailed information about the monsters you'll face in the Arena.

# TIP

THE LIBRARY

you've caught or bred.

Waiting by the stairs at the entrance to the Arena are Masters who are interested in breeding their monsters with those of other Monster Masters. This is a great opportunity for you to expand your collection of monsters!

The Library is full of books about monster

breeding, and is a great place to look for

tips and hints. At the front desk is your

own Monster Catalog, which contains

information about all of the monsters



How would you like to breed one of

# THE RARE KEY MAN

Next to the Pub lives a man who collects rare keys. If you surprise him with a rare monster or delight him with your prowess as a Monster Master, he may give you one of his Hidden Keys.



# THE KING'S CHAMBERS

At the very top of GreatLog lies the home of Prince Kameha and his father, the King. If you're

looking for Kameha, try his bedroom to the south of the King's reception room. If you're bored and in need of a small quest, see if the King has anything to offer.



# Which family would you like to check?

THE KEY SHOP

Whenever you find a Magic Key, head to the Key Shop to have it appraised. The Key Appraiser is a master at his craft, but his fees can be quite stiff. The cost of the appraisal, however, is a good sign of the key's value; the more expensive the appraisal, the better the world to which it leads!



# THE MAGIC DOOR

At the bottom of the well and down a staircase is GreatLog's Magic Door. When you open the door using one of your keys, you are transported to another world. Your destination corresponds to the name of the key. You can't use Magic Keys until you've had them appraised at the Key Shop.



# THE CHRISTENER

Above the Key Shop is the Christener. Here you can rename the monsters traveling with you. There is no charge for





# THE PUB

The Pub is a favorite stopping place for Monster Masters, and some might be interested in breeding their monsters with yours. Stop by often.

# FIRST PART: BASIC STRATEGIES

# MAKE MONEY

At the start of the game, you don't have much money. The best way to earn money at the start of the game is by selling the items you find. For example, if you find a Friend Staff in the Oasis World, sell it to get lots of extra gold. The Friend Staff is nice, but it's worth

nd List
Gold
200G
400G
600G
1,200G

more to you as money than as a tool in battle. Sell it, and traveling will be much easier.

Another way to increase your cash flow is by running errands for your mother.

You get these opportunities after you complete the events in the Oasis World. She has four errands for you to run before you complete the Sky World. When you accept an errand, your mother gives you more money than the cost of what she needs. Plus, you can find all of the items she asks for in the Main worlds.

# TALK TO PEOPLE

Every time you complete one of the Main worlds, you automatically return to GreatLog to see what new services opened. You may also meet people who want to mate their monsters with yours, or give you something (like a Monster Egg). These are limited-time offers, so take advantage of them when they occur. If you don't talk to the people of GreatLog often, you might miss something important!



# RECRUIT LOTS OF MONSTERS

Whenever you run into a new monster, try to recruit it. Most monsters will not join you automatically, so you have to use Meat to coax them. There are four cuts of Meat that you can find on your journeys or buy from shops. The least effective are BeefJerky and PorkChops. You need to feed several of these to most monsters if you want them to join your party. Ribs work well on most mid-level monsters, like those you meet in the first three Main worlds. To get more powerful monsters to join you, feed them a piece of Sirloin. The ultimate monster attraction is the MeteOrb. The monster you feed it to will definitely join your party.

There are a few limitations on recruiting monsters. You cannot recruit:

- Boss Monsters you face in Main, Hidden, and Magic Key worlds
- monsters that appear before you defeat the Bosses in a Magic Key world
- monsters you battle in the Arena

# MONSTER BREEDING IS THE KEY!

By the time you get to the Ice World, your monsters are a bit too weak against enemies. You need to start mating your monsters to create stronger ones. Monster breeding is probably the most important skill to master. The monsters you breed yourself have higher stats and more skills than the ones you catch in the wild. The more generations you breed, the stronger your monsters become—and that's what makes a winning party!

# PLAN AHEAD

The more powerful the monster, the more hoops you have to jump through to breed it. If you have a monster dream team in mind, plan ahead so you can recruit and/or breed the monsters you need to create your dream team members. Because you need higher experience levels to achieve higher "+ Levels," you need to program enough time into your schedule to raise the parents or grandparents of your ultimate monsters. If you start planning at the start of the game, you can have lots of super-powerful monsters in your party before you face the Final Boss in the Limbo World.

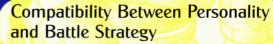
# TRAIN YOUR MONSTERS WELL

Every monster is assigned one of 27 personalities. These personalities range from Hotblood (best) to Lazy (worst—see table). As with humans, a monster's personality indicates how it will act in certain situations—especially in battle.

Your monster's personality plays a large role in how well it performs in battle—especially when you are not able to command it yourself. As you progress through the game, other Monster Masters warn you about setting battle strategies that are incompatible with your monster's personality. If you choose a strategy that is not compatible with your monster's personality, the monster will not make the correct choices in battle. For example, setting a Snobby monster's battle strategy to Defense in the hope that it will heal its companions during a fierce battle is often a losing situation. The Snobby monster is more attuned to choosing attack skills than healing ones, and will make the wrong choice almost every time. Setting a Smart monster's battle strategy to Charge is also a wrong move, since it is more suited for choosing the appropriate support or healing skills than attack skills.

It is possible to change your monsters' personalities. The cheapest way is through perseverance. As you explore the Outer World, set the monster's battle strategy to the one that fits the personality you want. Setting the monster's strategy to Charge increases its ability to choose the correct attack

skills. Setting it to Mixed increases the monster's Intelligence, allowing it to choose between attack and support skills more easily. Setting the strategy to Cautious increases your monster's ability to use recovery and resurrection skills when needed. This method works extremely well when the monster is young (especially in levels 1–10), and less so as it ages.



Personality	CHARGE	MIXED	DEFENSE
Hotblood			ha to
Eager			A
Smug		B / D	X
Earnest	W. Tank	En la	
Pushy			AZD
Snobby	711 🔷 1/1	3	X
Reckless		X	
Daring		X	/ FACE
Daredevil		X	X
Cool/Calm	J. And		
Serious	4.		AVER
Selfish	184	100	X
Simple	1 mary		5
Innocent	JAW .	7 1	
Prideful	<b>A</b>		X
Nosy		X	
Whimsy	<b>A</b>	X	NO A
Spoiled	<b>A</b>	X	X
Smart	X		
Sly	X	\ 🍅	
Cruel	X		X
Shy	X		
Affable	X	<b>A</b>	A (/
Coward	X	<b>A</b>	X
Gullible	X	X	<u> </u>
Carefree	X	X	
Lazy	X	X	X

- = Good at choosing own strategy
- = Average at choosing own strategy
- X = Shows very poor judgment when choosing own strategy

# NOTE

Bred monsters level up much faster than the one you started raising at the beginning of the game. As a result, you'll have a more difficult time changing their personalities through practice alone. If you breed a monster that ends up having a Lazy personality, consider taking it through the Oasis World and Pirate World so it will level up gradually, allowing you to force a change in its personality before it gets too old.

The other alternative is to use books on your monster. Although expensive at 10,000G per book, this method works instantly to change a monster's personality. The Quest Book will increase your monster's compatibility with the Charge strategy, the Smart Book works with the Mixed strategy, and the BeNice Book works with Cautious. Using all three books together can raise your monster to the best personality on the list—Hotblood.

Remember, when you enter the Arena and participate in a tournament, you cannot manually command your monsters. Making sure that their personalities are compatible with the strategic roles you assign them in battle is the only way to guarantee that they will react appropriately and choose the best skills and spells for the situation. Sending monsters into a Class battle with strategic commands that are against their nature is as foolish as sending monsters that are not powerful enough!

# THE QUEST FOR THE MAGIC PLUG

The story of Dragon Warrior Monsters 2 centers around your search for a replacement Magic Plug. This quest takes you through five troubled worlds whose problems you must solve before you can get their plug-like treasures. As you complete the tasks in each world, you receive new abilities, and new opportunities become available. You also receive greater access to the facilities in GreatLog. This section focuses on getting you through the five worlds of the Magic Plug quest.

# **WORLD ONE: OASIS WORLD**

Key Required: Oasis Key

How to Obtain: Warubou gives you this key when you agree to undertake the quest to find another Magic Plug for the Log's Navel.

# WALKTHROUGH

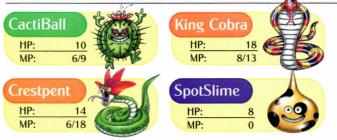
- 1. Head east to the oasis village of Kalka. Talk to the townspeople to learn about the band of thieves in the desert. Also learn about the King living in Asiya.
- 2. Head south to the town of Asiya. Talk to the townspeople to learn about the
- 3. Talk to the Circus Leader in front of the Asiya Inn. Join the troupe by catching two more monsters. Once you have three monsters in your party, you can meet the King.
- 4. Inside the castle, talk to the King and agree to find out what's on the minds of his subjects. Return to the King's chamber after you've talked to everyone in the city (especially the woman by the well).
- 5. Follow the King to Kalka and into the canal. Inside the canal, defeat the Beavern to take care of the water shortage.
- 6. Return to the castle with the King. Learn more about the thieves' hideout from the prisoner in the basement jail cells. Get the WaterCall by giving the prisoner PorkChop or BeefJerky in exhange.
- 7. Travel to the Oasis lake to the northeast of Asiya. Use the WaterCall to enter the hideout. Defeat the CurseLamp and get the TidalBell as a reward.



The Oasis World is a great training ground for the new explorer. Here you learn all of the game's basics and get your first shot at finding a substitute for the Magic Plug. The item you are looking for is called the TidalBell, and it belongs to the King in Asiya. If you can help him win the respect of his subjects, maybe he'll give it to you

# MONSTERS IN THE OASIS WORLD

# **Both Game Versions**











# KALKA



This tiny village is home to the gate that controls the water in the Canal that flows between Kalka and Asiya. The manager guards the gate so that water is carefully rationed. However, a blockage inside is restricting the free flow of water to Asiya.

► Entering the Canal through Kalka requires the permission of a king.









**ASIYA** 

Treasure Data



# Item Shop

Antidote	4G
AwakeSand	20G
BeefJerky	10G
Herb	10G
WarpWing	30G

Audiences with the King are highly restricted. However, the King loves circuses and there is an opening with the traveling circus that is in town. Talk to the Circus Master in front of the Inn to become a part of the show!





You must have three monsters in your party before the Circus Master will hire you. This provides you with an excellent excuse to go monster hunting! Search the northeast and southeast corners of the world map for the more powerful monsters like the KingCobra and the TailEater (Cobi) or the Catapila (Tara). The KingCobra, with his PoisonHit attack, makes a nice companion at this point in the game.



# MONSTERS IN THE CANAL

# **Both Game Versions**



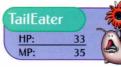
Spooky	
HP:	16
MP:	16

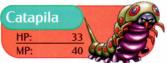












The water level in the Canal has dropped severely in the past few weeks. The band of thieves harassing the desert's inhabitants has something to do with this. Well, that and the angry Beavern who built his dam in the Canal.

► You'd be angry, too, if humans kept forcing you out of your home!



# **Boss: Beavern**



If you've spent some time wandering through the desert looking for new monsters and opportunities to level up your current monsters, you should have no problem defeating this Boss. The Beavern is a basic Beast with only the ability to charge up his physical attack. Because your party outnumbers him 3 to 1, pile on the attacks!

# MIRAGE LAKE

To the east of Asiya is a small lake. It is the home of the thieves. When people come to investigate, they see the waters disappear into the sand. Talk to the prisoner in the King's jails to find the solution to the problem—a WaterCall. When you use the WaterCall by the water's edge, the water returns to its normal level and you can easily reach the thieves' hideout.



- ▲ Use the KingCobra's PoisonHit to inflict extra damage on the Beavern.
- ▼ When anyone gets too close to the water in Mirage Lake, it disappears.



# **Boss: CurseLamp**



If you easily defeated the Beavern in the Canal, you should also be able to breeze through this battle—even though the CurseLamp is stronger than the Beavern and has more than twice the HP. Counter his Upper with the Crestpent's StopSpell, or carry extra Herbs to heal any damage he inflicts on your party members. Your party outnumbers him; use that to your advantage.



▲ The CurseLamp is one of the few Bosses that offers to join your party.





P/es No

Let me join your .party! When you get the TidalBell and receive the power to surf from Warubou (the TidalBell is imbued with the ability), head to the Oasis World. First, go to the Canal and use your surfing abilities to clear out the treasures. There are many helpful items in Treasure Chests hidden out of sight from the main path through the Canal.

Head to Mirage
Lake. There you find that
the Beavern have
reclaimed their home and
are impressed by your
performance. Look near
the entrance to the
hideout to find the
Beavern from the Canal.
He'll join your party if you
have some spare room.

# WORLD TWO: PIRATE WORLD

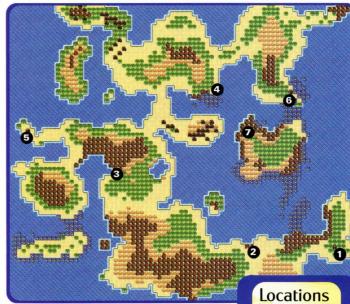
Key Required: Pirate Key

How to Obtain: Win the Kid's Club battle in the Arena. The Pirate Key is the prize.

# WALKTHROUGH

- Go to Port Ritz and meet with Prince Kameha in the Pub. Talk to the Old Man to learn about the phantom Pirate Ship, the MoonRock, and the Mermaids.
- 2. Head to Polona to find out about the Mermaids.
- Defeat the HoodSquid in the Cave to the northwest of Polona. Recruit the HoodSquid, and add him to your party.
- Return to Polona and dance in front of the seashore to lure a Mermaid to the surface.

- Travel to the Mermaids' Kingdom and talk to the Queen about the MoonRock and the phantom Pirate Ship
- Locate the Pirate Ship off the north coast outside of Yold. Defeat the BoneSlaves and the CaptDead to get the MoonRock.
- Return the MoonRock to its place at the top of the Lighthouse to the east of Port Ritz.
- 8. Obtain the HarMirror from the pirates' stash in the Volcano Cave.



The Pirate World is filled with quaint seaside villages, myths of Mermaids and pirates, and tons of dancing Water-type monsters. Listen closely to the tales the townspeople tell—they are the key to getting this world's top treasure, the HarMirror. A roving band of pirates stole it and stashed it in a cave to the east. Unfortunately, these same Pirates also stole the MoonRock, an artifact that controls the

1. Door Shrine

2. Yold

3. Polona

4. Port Ritz
5. West Cape Cave

6. Lighthouse

7. Volcano Cave

tides. The loss of the MoonRock has caused the seas to recede and imprison the world in a bank of sharp and dangerous shoals. If you can return the MoonRock to the Lighthouse, you have a shot at getting to the pirates' stash and the HarMirror.

# MONSTERS IN THE PIRATE WORLD

# **Both Game Versions**









Pteranod		AD
HP:	66	· A
MP·	41	The state of the s

# Merman HP: MP:





Octok	id
HP:	77/37
MP:	92/32









MP:









1EyeClown HP: MP:











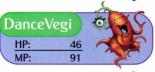
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Butterfly		020
HP:	46	
MP:	77	3

CatFly		
HP:	64	Sil Dist
MP:	95	









Octorea	ich	
HP:	77	-
MP:	92	

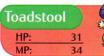


Picky		
HP:	35	
MP:	57	
		A L



Pixy		2
HP:	35	
MP:	57	<b>3 3</b>

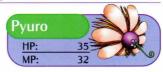






# Cobi's Game Only continued





As you journey through the Pirate World, recruit both an ArmyAnt and a MadGopher. There are people in GreatLog who need these monsters to help them build new facilities for your use.



# Treasure Data

1. Warp Staff

# Item Shop

Antidote	4G
AwakeSand	20G
Bookmark	50G
Herb	10G
LoveWater	50G
PorkChop	40G
WarpWing	30G



# **POLONA**



Polona is a resort town that used to host the neighboring Mermaids. However, with the theft of the MoonRock and the HarMirror, and the infestation of their favorite Cave, the Mermaids have stopped visiting the mainland. There is still one person in town that can summon Mermaids to the water's surface, but he needs your dancing abilities to pull it off. If you have a monster in your party that has a dance skill, perform for the Bard by the seashore. If your monsters are talented enough, you will lure a Mermaid to land.

Lure a Mermaid to land before you head off to the West Cape Cave to get a rare TinyMedal. After you defeat the HoodSquid in the Cave, the Mermaid you lure to shore takes you to the Mermaids' Kingdom under the sea.



Many of the monsters in the Pirate World know a dance skill (either OddDance or LureDance). Your best bet is the Octokid, because it can both dance and cast the Heal spell. If you'd rather, you can wait until you tackle the West Cape Cave. The Boss there, a HoodSquid, automatically asks to join your party when you defeat it.

# **PORT RITZ**



Treasure Data

1. TinyMedal

# Item Shop

Antidote	4G
AwakeSand	20G
ExitBell	50G
LoveWater	50G
PorkChop	40G
Rib	200G
Warp Staff	<b>50G</b>

When you first enter the Pirate World, Warubou asks you to keep an eye out for Prince Kameha. He's struck out on his own to get a new Magic Plug before you do. Unfortunately, he's relying on human helpers instead of monsters; a mistake that will come back to haunt him! Because you travel with monsters, you can reap the

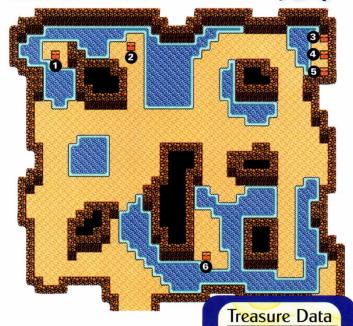
benefits of the Old Man's tale. He is in the same Pub where you first ran into Kameha and his sidekicks.

► Prince Kameha doesn't realize that this Old Man only talks to Monster Masters with water monsters in their party.





# **WEST CAPE CAVE**



# MONSTERS IN THE WEST CAPE CAVE

**Both Game Versions** 



Cobi's	Game Only
Gamanian	VA CONTRACTOR OF THE PARTY OF T



Aquare	lla )	J/ca
HP:	39	
MP:	48	0 6

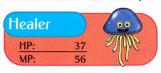
Tara's Game Only

1. Rib 2. LoveWater

3. LoveWater 4. ExitBell

> MermScale Warp Staff

Moray		COR
HP:	37	
MP:	31	20



PutreFi:	sh )	3
HP:	39	
MP:	25	in the of

0 . 1:1		20
Octokid HP:	37	
MP:	32	300

Boss: HoodSquid



The West Cape Cave is straightforward, and if you surf two screens to the right of the cave's entrance, you find the monster that's been causing all of the trouble. The HoodSquid is the first Boss that has both a strong physical attack and a strong support attack. LureDance makes all of your



monsters stop attacking and start dancing! Successful bouts of LureDance quickly eat away at your numerical advantage and it is unlikely that you will be able to counter with a spell like DanceShut. Instead, counter with support skills like Sleep or a dance attack of your own.

# PIRATE SHIP











# Treasure Data

- 1. Antidote
- Repellent
- 2. LoveWater
- 8. WorldLeaf
- 3. Warp Staff
- 9. AGLseed
- 4. BadMeat
- 10. Potion
- PorkChop
- **OrcaCape**
- 11. INTseed 12. MoonRock



# MONSTERS IN THE PIRATE SHIP

# **Both Game Versions**



9	RayGigas		2
0	HP:	72	15.00
	MP:	62	Duiss

# Cobi's Game Only 📆 Tara's Game Only







Each floor of the Pirate Ship is guarded by a BoneSlave, and you must defeat all three of them before you can clear the ship. These sub-bosses are in addition to all of the random monster battles and a fierce Boss battle in the Captain's chamber. Bring along plenty of Herbs, LoveWater, and Antidotes.

► Pay attention to what the BoneSlaves say. They lead you to hidden staircases and other useful finds.



# Boss Battle: CaptDead



Skills: AquaCut CallHelp SquallHit

13 HP: 500 MP: 105



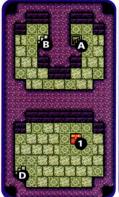
▶ Dancing enemies cannot attack during that round, providing you with some relief and more room to maneuver.

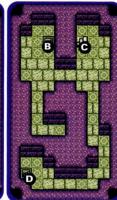
Before you get the MoonRock, you must put the spirit of the Pirate Captain to rest. In this Boss Battle, you must defeat the CaptDead plus his two BoneSlaves. When faced with larger Boss parties, combine support attacks (like LureDance) with normal attacks or Attack spells. By preventing members of the enemy team from attacking, you can regain the upper ground quickly in a battle like this one. Take the two BoneSlaves out first, then pile all of your attacks on the CaptDead. If you have any monsters with low resistance to Water-type attacks, equip them with the OrcaCape before starting the battle.



# LIGHTHOUSE









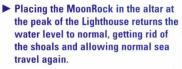
# MONSTERS IN THE LIGHTHOUSE

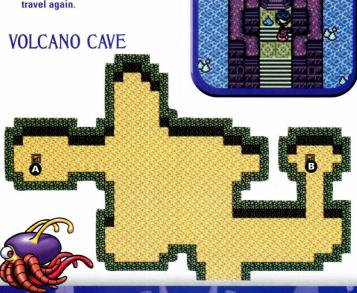
# **Both Game Versions**

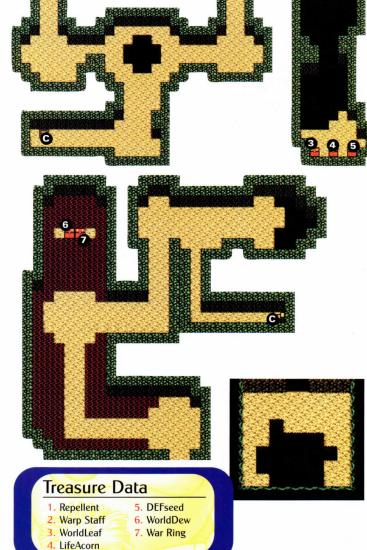












# MONSTERS IN THE VOLCANO CAVE

# **Both Game Versions**















RotRaven		A CO
HP:	66	1
MP:	36	

Slabbit		00
HP:	53	34
MP:	64	

The Volcano Cave is where you meet up with Prince Kameha and his friends in a race to find the pirates' loot. As you travel through the cave, keep out of the lava. These molten tiles hurt your monsters, and you need all of your monsters' strength for the monsters you encounter in the Volcano Cave. There's no Boss in this dungeon, just a humorous ending to the entire search.



► Prince Kameha has the worst luck! Look for him and his gang of bumblers to lead you to the HarMirror.

# Afterward....

After you complete the Ice World, return to the Pirate World. You will be able to fly, and your monsters will be much stronger than they are now. With the ability to fly, you can get all of the treasures in the Volcano Cave. Also return to the Mermaids' Kingdom to get a reward from the Queen (a Sailor Ring). In addition, with stronger monsters, you can tackle the KingSquid in the waters to the east of the Volcano Cave and the Lighthouse. Look for a bunch of tentacles sticking out of the water, then watch out-do not take the KingSquid lightly!





# WORLD THREE: ICE WORLD

Key Required: Ice Key

How to Obtain: First, bring a MadGopher to your father working on the Monster Farm. Then, give an ArmyAnt to the merchant trying to unload his wares on the dock. The merchant then discovers the Ice Key beneath one of the crates of goods. His Item Shop opens after you clear the Ice World.

## WALKTHROUGH

1. Go to the town of Norden and learn about the Spirit in the lake to the northwest of the town.

- 2. Talk to the Spirit in the lake to get the Crest.
- 3. Back in Norden, use the Crest to gain an audience with the King.
- 4. Go to the Border Mine and settle the dispute by defeating the BombCrag guarding the gold.
- 5. Return to Norden and discover the King's true identity.
- 6. Travel southwest, past the Border Mine, to Weston. Learn about the contest to cheer up Lady Yuna.
- 7. Travel west to Westania Castle. Read the sign in front of the castle. After Kameha pushes the people blocking the door out of the way, enter the castle and perform for Lady Yuna and the King.
- 8. Outside the castle, use the vines to climb into Lady Yuna's room. Examine the puppet by her bed.
- Travel east over the bridge to the Southern Forest. Follow the spirit of Lady Yuna and agree to return her to the castle. Get the YunaSoul.
- 10. Climb up the vines into Lady Yuna's room again. Defeat the Puppetor to free Lady Yuna's spirit.
- 11. Travel east to the town of Estria. Talk to the townspeople to learn about the Queen's sleeping problems.
- 12. Travel to Nofor and talk to the botanist in the Pub. Learn the whereabouts of the SleepHerb.
- 13. Climb to the top of the Mountain north of Estria and harvest a SleepHerb.
- 14. Return to Estria and give the SleepHerb to the Queen. Defeat the GoatHorn plaguing her dreams.
- 15. Travel back to the Spirit's lake. Defeat the GoatHorn and his ArcDemon sidekicks to free the Spirit. Toss the Crest into the lake to get the SkyShield.

# Locations

- Door Shrine



The Starry Shrine opens after you clear the events in the Pirate World. Go there and breed your monsters before you enter the Ice World. The monsters here are tough/ and you want stronger monsters than the ones you used in the Pirate World. Breeding is the key here! See "Monster Breeding Tactics" for more information about breeding monsters.

The three kingdoms of the Ice World are in a sticky situation. Their usual wintry weather has gone into overdrive, causing the lake in the middle of their world to freeze, hindering travel. In addition, all of the royal families in the land are acting strangely. The King in Norden is picking fights with the west, Lady Yuna of Weston is in a strange funk, and the Queen of Estria has been plagued with nightmares. Before you can get the SkyShield, you must figure out how to end the deep freeze and soothe everyone's frazzled nerves.

# MONSTERS IN THE ICE WORLD

# **Both Game Versions**

MP:

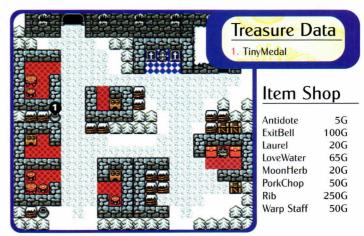
continues







# NORDEN



The King of Norden is very busy and does not have time to deal with a child like you! However, if you can prove that you are on a "divine" quest, he will see you. Get the Crest from the Spirit in the lake, then see the King.

► To get the Crest that proves you are the Spirit's envoy, agree to help the people of this land.





# **NOFOR**



Nofor is at the end of a tunnel to the south of Norden. This seaside town is filled with stranded travelers, including a botanist from Estria. Nofor is memorable for all of its shops, including the only Book Shop in the game.

# Item Shop #1

 Quest Book
 10,000G

 BeNice Book
 10,000G

 Cheater Book
 10,000G

 Comedy Book
 10,000G

 Horror Book
 10,000G

 Smart Book
 10,000G

# Item Shop #2

ExitBell	100G
LoveWater	65G
PorkChop	50G
Potion	300G
SkyBell	30G
Warp Staff	50G
WorldDew	750G

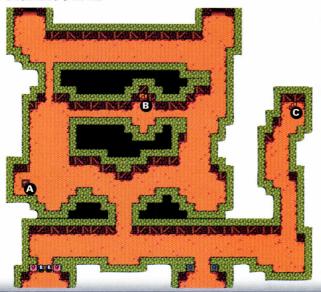
# Item Shop #3

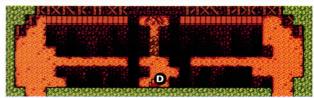
BeastTail	800G
Bookmark	100G
GoldPass	20,000G
Laurel	20G
LogTwig	100G
Rib	200G
ShinyHarp	1,200G
WorldLeaf	1.500G

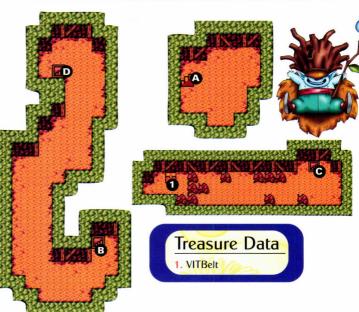
# TIP

To make those personality-changing books more affordable, buy a GoldPass from the Item Shop across the way. This item gives you a 10 percent discount at any Item Shop in the game.

# **BORDER MINE**



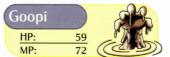




# MONSTERS IN THE BORDER MINE

# **Both Game Versions**

Droll		9/10	TreeBoy		-
HP:	80	alla	HP:	72	-
MP:	45		MP:	90	*





# Boss Battle: BombCrag

In the Border Mine, the Norden and Weston miners are fighting over the rights to the gold inside the mine. Unfortunately, they aren't the only ones with a claim to the gold. A BombCrag is determined to make sure that no one gets it! To end the dispute, defeat this monster.

All that stands between you and the gold is an angry BombCrag!





At this point in the game you can mate your monsters together to breed new ones. Do this at least once before taking on the BombCrag. Monsters that you've bred have higher stats and greater abilities earlier in their lives than the monsters you catch in the wild. A group of stronger monsters makes this battle go by much faster. Besides, you will want a team of second-generation monsters by the end of this world.

The BombCrag is a well defended monster with tons of HP. It is also strong and has the ability to charge up both its normal attack and its RockThrow attack. Be ready to do a lot of healing while your monsters chip away at the BombCrag's defenses.

# Boss Battle: AgDevil

Back at Norden Castle, the King is unconcerned about the news from the Border Mine. If you call him on his behavior, he sends you to the dungeon. If you've played any of the other *Dragon Warrior* games, you'll be able to guess what happens next!

Stuck in the dungeon with Kameha and the real King!





The AgDevil masquerading as the King of Norden is the most challenging monster you've met. It has two disabling support spells that are trouble for your team if you aren't prepared. The AgDevil can also cast Firebane, a mid-level fire spell that targets all members of your party. Use skills like MouthShut and StopSpell to even the playing field!

# WESTON



The city of Weston is suffering the same fate as that of Nofor—it is inundated with stranded sailors. To help pass the time, everyone is involved in the King of Weston's contest to cheer up his daughter, Lady Yuna. Usually a happy young princess, she has suddenly become quiet and withdrawn. The King will pay a handsome reward to anyone who can make his daughter smile. Head to the Castle and see if your monster act will do the trick!



Westania Castle is west of Weston. To get into the castle, read the sign. Prince Kameha takes care of the rest!



How could anyone resist the sight of your monsters jumping through flaming hoops?



# **SOUTHERN FOREST**



# MONSTERS IN THE SOUTHERN FOREST

**Both Game Versions** 





















Talk to people to learn that Lady Yuna used to love riding through the Southern Forest. Now the only thing found roaming around the forest (besides the monsters) is the spirit of a young girl. Think there's a connection? Follow the spirit and find out her story.

► If you follow all of the leads about Lady Yuna, including searching her room for clues, this spirit will allow you to help her.



# **Boss Battle: Puppetor**



When you bring the YunaSoul to Yuna's room in Westania Castle, you'll be in for a shock—the puppet by Yuna's bed comes to life. This monster is not happy about your intrusion into his evil plans.

The Puppetor is the master of dance skills, so if you have a monster with DanceShut, bring it along! If you can contain the effects of the Puppetor's dance attacks, you will have no problem defeating

this evil marionette. The Puppetor is the easiest of the Bosses in this level.

# **ESTRIA**



# Item Shop

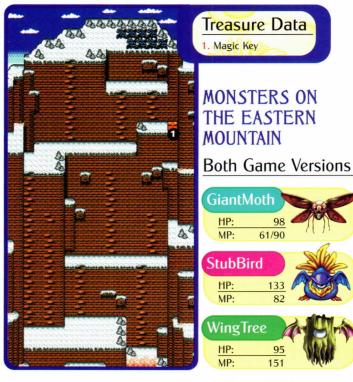
100G
100G
50G
50G
45G
200G
30G
100G

The people of Estria are very concerned about their queen. She has not been sleeping well and it is starting to take a toll on the entire kingdom. The Queen's advisors have heard about a special medicine made from SleepHerb. It might help the Queen get a restful night's sleep. Unfortunately, the only person who knows where it grows is stuck in Nofor.

In the Pub in Nofor, you learn where to find the SleepHerb.



# EASTERN MOUNTAIN



At the peak of this mountain is the SleepHerb. Pick one and quickly take it back to Estria!

# Boss Battle: GoatHorn





Back in Estria, deliver the SleepHerb to the castle. There you'll discover that the Queen's dreams are the work of a GoatHorn. If you defeat him, the Queen will finally be able to sleep peacefully. This

GoatHorn is the most hazardous Boss vet. It is strong and it knows a lot of magic. Your best bet is to disable the GoatHorn in the first round with a sleep, poison, or

curse spell. Radiant and other spells that inhibit accuracy are also winners here. If you can cause this GoatHorn to fumble his attacks for a round or two, you should be able to take him out without much difficulty

# Boss Battle: The GoatHorn and the ArcDemons





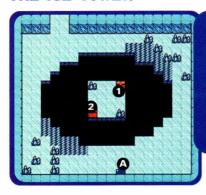
Now it's back to the Spirit's lake for the final confrontation! A henchman of the King of the Limbo World guards the lake, preventing the Spirit from escaping and helping her people. If you can defeat the henchman's monsters, you will save the Ice World and win the SkyShield. It's a big task for a young Monster Master.

This battle is similar to the one against the first GoatHorn. The only difference is that the power of that one monster is now spread among three monsters. As in all other Boss Battles involving more than one Boss, split your strategy between using support skills and attack skills. If you assign each of your three monsters to one of the three strategies, you'll easily win this battle.

# Afterward....

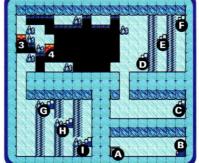
When you return home, most of the remaining areas in GreatLog are open for exploration. Drop off your TinyMedals at the Medal Master's house and take your new Magic Key to the Key Shop for appraisal. Also head to the Ice World to explore the Ice Tower that opens when you win the SkyShield. The Ice Tower is on a small island to the northwest of Estria. It is filled with powerful monsters that are challenging adversaries and strong breeding partners. The Sky World is very difficult if you don't have powerful monsters on your side.

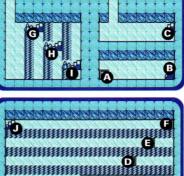
# THE ICE TOWER











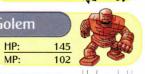


# MONSTERS IN THE ICE TOWER

**Both Game Versions** 



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The Ice Tower is full of great treasures and level-building opportunities. Similar to the Wind Tower in the Sky World (which you'll visit later), you must use your wits to solve the flying puzzles on the upper levels. Use the maps here to determine where to fly.

You must also avoid the electrified patches on the icy ground. It only takes a few steps to wipe out members of your party. Use the rock-crushing ability of the HarMirror to shatter the icebergs blocking your path—and remember that the shortest path is not always the safest one!



# WORLD FOUR: SKY WORLD

Key Required: Sky Key

How to Obtain: Agree to find Prince Kameha for the King of GreatLog. He gives you the Sky Key to aid you on your quest.

# WALKTHROUGH

- 1. Talk to the inhabitants of Fhunt to learn about the Great Sage Ugor and the tower dedicated to him.
- 2. Climb to the top of the Sage Tower to get the LightOrb. Your monsters must be tame to enter the tower (i.e., all of them must have a 0 Wild rating).
- 3. Talk to the ghost of Ugor at his grave about the stolen LightOrb, and get the Change Staff hidden behind his tombstone.
- 4. Use the Change Staff to change yourself into a monster, and cross the suspension bridge to the west of Fhunt.
- 5. Talk to the inhabitants of Pei to learn the whereabouts of the MadCondor's nest.
- 6. Travel to the northwest of Pei, to the mountain home of the MadCondor. You must have a monster that is shiny enough to attract the MadCondor's attention so that it will carry you to its nest. Metal-based monsters (like Metaly, Roboster, EvilArmor, etc.) work well, as do shiny monsters (like PearlGel, MadCandle, MadMirror, etc.). Defeat the MadCondor.
- Travel through the tunnel to Hitano. There, learn about the Monster King's contest and the current location of the LightOrb.
- 8. Travel south to the Small Cave. Tara is small enough to enter on her own, but Cobi must use the Change Staff in Hitano to turn himself into a small monster (like a Skullroo). Defeat the Metabble and get the Heaven Helmet.
- 9. Travel southeast to the Cemetery. Solve the puzzles and defeat the Niterich to get the Heaven Sword.
- 10. Travel west to the Wind Tower. Get the Heaven Armor.
- Return to Hitano and deliver the three treasures to the Monster King's Castle. To do this, take the Traveler's Gate to the Monster King's Castle.
- 12. Defeat the EvilArmor blocking the middle room, and take the western stairs down several floors to the Monster King's chamber.
- 13. Defeat the Mudou and discover who the Monster King really is.
- 14. Get the Limbo Key.



#### Locations

- Door Shrine
- Fhunt and Sage Tower
- Suspension Bridge

- Mad Condor's Nest

- Small Cave
- Cemetery
- 9. Wind Tower
- 10. Traveler's Gate 11. Monster King's Castle
- Hitano

The Sky World is the first land you encounter that is inhabited entirely by monsters. Don't be surprised if the monsters look oddly at you—you are the only human in sight! This causes problems if you don't have the ability to disquise yourself. The other interesting aspect of this world is the way its king is chosen. To become the Monster King, you must obtain the LightOrb from the top floor of the Sage Tower in Fhunt. Maybe the LightOrb would work as a Magic Plug.

If you've never flown before, the Sky World is full of opportunities to learn. After all, the only way to get from one island to the next is by gliding through the air. When you are ready to fly, line up your path. Unlike surfing, where you control the direction in which you travel, you can only fly in a straight line in the direction you are facing. If an obstacle keeps you from landing on the opposite side, your cloud is bounced back to where you launched. Use the World Map screen or the maps provided in this guide to help line up your flight paths.

▼ Correct flight path

#### ▼ Incorrect flight path





# MONSTERS IN THE SKY WORLD

# **Both Game Versions**





#### GhosTree HP: 110 MP: 106





























Dumbir	a	CT COST
HP:	120	
MP:	82	
Lioney		A

WIF.	130	44462	
DrakS	lime	3/1	A
HP:	120	( 💩	)
140	00		1







EvilWa	ind )	9
HP:	150	
MP:	237	







MadPl	ant	The
HP:	149	de la
MP:	288	
A LOUIS COMMO		0



Metab	ble 🤾	00
HP:	78	00
MP:	377 🖫	



Mimes	Slime	40
HP:	139	484
MP:	205	000

WarMa	intis )	Allen
HP:	118	
MP:	96	3
		9

165	- July Land
108	

WildApe		2	AST .
HP:	152	74	
MP:	64	9	P





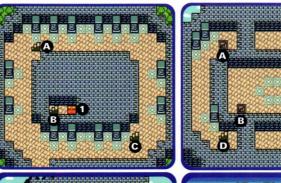
Skullroo

144

The village of Fhunt is home to both the Sage Tower and the final resting place of the Great Sage Ugor. Visit both sites while you are in town.

The Sage Tower holds the LightOrb, the magical object that endows kingship upon the owner. Unfortunately, a giant bird has been harassing the tower. Check it out.

# SAGE TOWER











# MONSTERS IN THE SAGE TOWER

# **Both Game Versions**







To enter the Sage Tower, you cannot have any wild monsters in your party. The door to the tower remains locked until all of the monsters in your party have a Wild rating of 0. If you've been breeding your own monsters, you shouldn't have any problem fulfilling that requirement; newly hatched monsters start out with a 0 Wild rating regardless of how wild their parents were. If you have a monster in your party that you really like but it has a high Wild rating (and you don't want to buy the meat needed to bring that stat down to 0), breed it with another monster of the same class. You may not end up with the same monster, but the monster born will be stronger and able to learn the same skills.

# PEI



# Item Shop

ExitBell	100G
LoveWater	60G
Potion	250G
Repellent	120G
Rib	100G
Sirloin	1,500G
Warp Staff	100G
WorldDew	600G

The town of Pei is full of people who've had run-ins with the MadCondor that lives in the mountain to the west. Talk to the people to learn that

the MadCondor has a special fondness for shiny monsters. Shiny monsters include those with metallic coats or armor, as well as those with naturally gleaming coats. Although the townspeople's comments are meant as a warning, you should

take them as hints. You must get to the MadCondor's nest to find the LightOrb, and there's no better way than in the claws of

the MadCondor itself.

If your party does not include a shiny monster, you cannot enter the MadCondor's nest.



# Boss Battle: MadCondor



Entering the MadCondor's nest comes at a price-a battle against the bird. Fortunately, the MadCondor is not that difficult to defeat if you can overcome its ability to heal itself. When you beat the MadCondor, it automatically offers to join your party.

# **HITANO**



# Item Shop

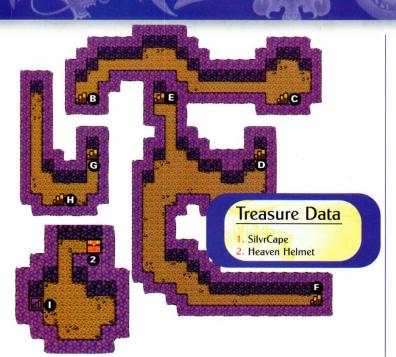
Bookmark	100G
ExitBell	150G
LogTwig	50G
LoveWater	75G
Potion	300G
Repellent	300G
Sirloin	1,500G
Warp Staff	150G
WorldDew	750G
WorldLeaf	1,000G

The Castle Hitano is the hub of this world's events. This is the best place to use a LogTwig to relocate the Magic

Door Shrine. Hitano Castle is the headquarters of the king's latest contest. If you collect the Heaven Sword, Heaven Helmet, and Heaven Armor, you will have a chance to win the LightOrb!

# SMALL CAVE





# MONSTERS IN THE SMALL CAVE

# **Both Game Versions**







The Small Cave is aptly named. You will notice that when you try to go through the tiny entrance south of Hitano. Tara doesn't have any problem entering, but Cobi is too big to enter. If you are playing as Cobi, return to Hitano and use the Change Staff to change yourself into a small monster like a Skullroo or a Slime, then return to the Small Cave.







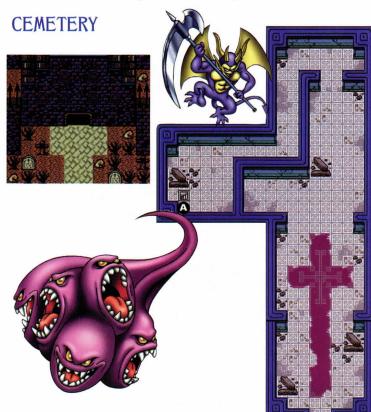
▲ Cobi as a Skullroo

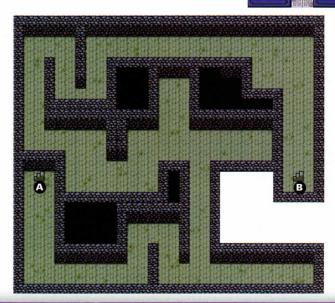
# Boss Battle: Metabble



Its 20HP may not seem like much, but Metabbles have high enough DEF and AGL ratings to make inflicting 20HP of damage a real chore. MetalCut is the best choice here. If you don't have a monster that knows that attack, hope for a nice brutal hit! If your monsters can withstand the

effects of the Metabble's Bang and Firebal attacks, you will defeat the Boss.



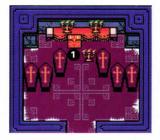
















# MONSTERS IN THE CEMETERY

# **Both Game Versions**









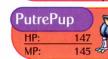








	120	
MP:	83	
DeadNi	te )	
HP:	170	S. Company





The Cemetery is on an island due east of Hitano Castle. You can either fly to the Cemetery or take a suspension bridge. The Cemetery is the home of a Niterich and is filled with puzzles that you must solve to obtain the Heaven Sword.



◀ In the first puzzle, step on the dark tiles to shut all of the coffins. When you get all four coffins closed, the door opens and you can continue.



■ The second puzzle requires you to guide a lost soul to its resting place in an open coffin. Use the four panels in the lower right-hand corner to move the ghost across the room. The direction marked by the cross indicates the direction in which the ghost will travel. Ring the bell at the top of the panel to make the ghost move.





▲ The final puzzle is the trickiest. You must "follow the eyes of the undead" to a hidden button that opens the door to the Niterich's crypt. It sounds easy, but all of those skeletons can get confusing. Use Repellent to keep the monsters at bay while you figure out this one.

# Boss Battle: Niterich

## **NiteRich**

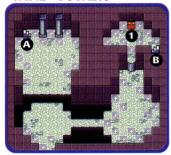
Skills: DiagoCall HealMore IceStorm

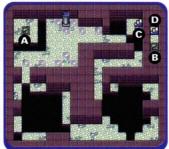


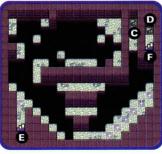


The Niterich possesses well-balanced spells. It can heal itself, call for help, and attack with decent power. However, you can exploit the Niterich's vulnerability to fire by blasting it with fire-based spells like Scorching. If you've survived the puzzles and Skeletors guarding the dungeon, the Niterich should be a piece of cake!

# WIND TOWER









# MONSTERS IN THE WIND TOWER

# **Both Game Versions**







# 🕝 Cobi's Game Only 🐻 Tara's Game Only











The Wind Tower is on an island to the west of Hitano Castle. There is no suspension bridge to cross the gap, so you have to fly. Your flight skills are even more in demand on your journey to the top of the tower and the ladders that lead you back down to the treasure room.

# MONSTER KING'S CASTLE

After you obtain the Heaven Sword, Heaven Helmet, and Heaven Armor, return to Hitano and present the items to the guards at the doors of the castle. Inside, you're



directed to a Traveler's Gate that warps you to a mountain-ringed island in the northern part of the Sky World. A short walk away is the Monster King's real castle, where you must battle pairs of EvilArmor before you can descend to the bottom of the castle, where the Monster King lies. The only monsters in this castle are the EvilArmor teams and the Boss, so feel free to jet back and forth between the castle and Hitano before you face the Boss.

▲ On the way to the Traveler's Gate, grab the TinyMedal from the urn.

TinyMedal.

► Teams of EvilArmor guard all of the doorways in the Monster King's Castle. Fighting these monsters gives you plenty of experience for the Boss Battle ahead.



# Boss Battle: Mudou

#### Mudou Skills: DeMagic **IceStorm** PoisonHit Scorching HP: 3,000 MP:

The Mudou waits at the very bottom of the castle. This Demon Lord is strong and resistant to most spell types. He is invulnerable to StopSpell and stat-reducing, poison, curse, paralysis, and panic-inducing spells, as well as dance spells. However, the Mudou has some

weaknesses that you can exploit. He is vulnerable to the

Blaze, Firebal, Bang, and Bolt classes of spells and takes normal damage from IceBolt and water-based spells. Use this information wisely to take out the Mudou without exerting too much effort.



# WORLD FIVE: LIMBO WORLD

Key Required: Limbo Key

How to Obtain: Darck gives you this key after you defeat the Mudou in the Sky World.

# WALKTHROUGH

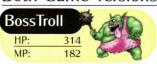
- 1. Get the TidalBell, HarMirror, and SkyShield from Warubou before entering the Limbo World.
- 2. At the entrance to Darck's castle, give Darck's henchman the three treasures. Defeat the henchman's monsters.
- 3. Defeat Darck to win the Magic Plug and save GreatLog.



Limbo is much smaller than the four other worlds in the Magic Plug guest, but don't let its size fool you. The monsters here are very powerful, but even they pale in comparison to Darck. Make sure your team is ready, even if it means spending lots of time leveling up your current party or breeding newer, more powerful monsters to take on Darck.

# MONSTERS IN THE LIMBO WORLD

# **Both Game Versions**

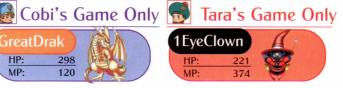














# **BOSS BATTLE: DARCK'S HENCHMAN**













Cobi and Tara face different foes in this Boss Battle. Fortunately, both teams of monsters are evenly matched, so no one has the advantage. If your monsters have had problems taking on groups of BossTrolls and ChopClowns, hold off on this battle until your monsters are better prepared. Bring in a team that has a wellbalanced mix of skills and spells. Monsters who can both heal and revive their wounded teammates will do well in this battle, but don't forget about those with the awesome breath attacks WhiteFire and WhiteAir. Both attacks do well at spreading damage around the henchman's team, and help shorten this battle.

# FINAL BOSS BATTLE: DARCK



Darck is a new addition to the ??? Family's Demon Lords, and he is tough. For this battle, splurge on a large quantity of WorldDews and WorldLeafs so that your monsters can focus on attacking Darck while you heal and revive them. Heal your party completely by warping back to GreatLog for a moment, then use some Repellent on the trip to Darck's chamber so your party arrives in

perfect condition. Save your place with a Bookmark before the battle.

Darck is tough to defeat because he is resistant to a lot of support skills. You cannot curse him, poison him, put him to sleep, etc. Don't cast spells that augment your party's assets or weaken Darck's—he will wipe them out with DeMagic. Instead, attack Darck with all you've got, healing wounds and reviving teammates at the start of each turn. Because Darck is weak against fire-based attacks, bring monsters that specialize in them.

Darck's GigaSlash is extremely powerful (doing 300+ points of damage per blow), and can easily wipe out any character it targets. You can't defend yourself against the GigaSlash. In addition, use SkyBells to undo any confusion that Darck's PanicAll attack causes. Monsters that become too confused end up paralyzed. Monsters with Confusion or Paralysis are a danger to your party!



The game doesn't end when the credits roll. After you complete the Magic Plug quest, there's still a lot of stuff to do, from collecting and breeding new monsters to exploring new worlds and meeting new challenges. This section covers some of the events that happen after the credits roll.

# HIDDEN WORLDS MINI-WALKTHROUGHS

When you pass certain milestones in the second half of Dragon Warrior Monsters 2, new keys become available. These Hidden Keys lead you to new lands with their own mini-quests. There are six Hidden Keys—three in each version of the game. To collect them all, trade keys between the two versions. The following section provides a mini-walkthrough for each of the Hidden Key worlds.



# ELF WORLD

Key Required: Elf Key Version of Origin: Cobi

How to Obtain: Defeat Prince Kameha in battle after you collect over 50 types of monsters. You must have completed the game before this key becomes available.

Monsters in the Elf World (LV: 34-38):

Slabbit **FairyRat** 

FireWeed Snapper (Cobi only)

StagBug GoHopper Grendal Stubsuck

MadPlant Unicorn (Tara only) MultiEyes (Cobi only) WingSnake (Tara only)

Humans are rare visitors in the Elf World, so don't be surprised if the inhabitants of this world don't

take kindly to your presence. However, two young Elven children will take a shine to you, and when tragedy befalls them, its up to you to rescue them!

- 1. Visit the forest and meet Cyal and her brother. Follow them back to their village.
- 2. Visit the village Elder with Cyal and her brother.
- 3. Return to the forest to play hide-and-seek with Cyal.
- 4. After Cyal is kidnapped by the AgDevil, return to the village to find out where it's taken her.
- 5. Go to the Lookout Post east of the village.
- 6. Follow the AgDevil's trail to the mountain in the northeast corner of the world. Defeat the AgDevil and rescue Cyal.



Cyal is the only Elf who's not afraid of humans



▲ Head to the Lookout Post to find out where the AgDevil lives.



■ Watch out for Mimics in the forest!

Can you rescue Cyal from the AgDevil?



# LONELY WORLD

Key Required: Lonely Key Version of Origin: Tara

How to Obtain: Defeat Prince Kameha in battle after you collect over 50 types of monsters. You must complete the game before this Key becomes available.

CatMage (Cobi Only) Shadow SkulRider Grizzly

MadCandle TreeSlime (Tara Only ProtoMech

Reaper

WalrusMan

Monsters In the Lonely World (LV: 40-43): The sole inhabitant of the Lonely World is an inventor with a problem. He needs to get an item from his basement warehouse, but the place is too infested with monsters for him to safely travel. If you retrieve the item for him, you get a

reward. Oh, did we forget to mention the guard robot he's installed down there?

- 1. Agree to fetch the treasure from Professor Kiral's dungeon.
- 2. Defeat the malfunctioning Roboster 2-3 times. To trigger the battle, reach for the item in the barrel it's guarding.
- Report the Roboster's malfunction to Professor Kiral.
- Defeat the Roboster (this may take a few more battles). Get the WizStone from the barrel.
- 5. Return the WizStone to Professor Kiral. Get the Smart Book.







▲ Meet Professor Kiral, a man in a bind.



A Roboster guards the item the Professor needs. Unfortunately, it attacks whenever you try to pick it up.



▲ This is the Professor's latest guard robot.



▲ You must tell the Professor about the Roboster's malfunction before you can put it out of its misery.

# TRAVELER'S WORLD

Key Required: Traveler's Key Version of Origin: Both

How to Obtain: Defeat Prince Kameha in battle after you collect over 150 types of monsters. You must have completed the game before this key becomes available. You also must complete the events in either the Elf World or the Lonely World.

Monsters in the Traveler's World (LV: 45-50):

Anemon Ogre Scallopa Butterfly Skullgon Clawster CurseLamp Skulpent **FaceTree** Snaily Spikerous Lipsy Mimic WeedBug



Milayou from Dragon Warrior Monsters appears in this world. A band of thieving monsters raids a small town of innocent villagers. Milayou thinks a Dark Master is at the root of the problem, but where is he and how's he doing it? Help Milayou solve this mystery!

- 1. Talk to Milayou in the Miagen Village Inn.
- 2. Learn about the theft of the Pretty Ring from the elderly couple in the village.
- 3. Go to the Traveler's Hut and speak to the Merchant inside. Keep talking to him until he refuses to talk to you.
- 4. Go to the mountain in the northeast corner of the World Map. Defeat the two Pixies guarding the entrance. Get the Pretty Ring.
- 5. Return the Pretty Ring to the elderly couple in Miagen.
- 6. Meet up with Milayou again at the Inn.
- 7. Return to the Traveler's Hut and confront the Merchant.
- 8. Return to the northeast mountain. Defeat the Dark Master.



▲ Milayou is another GreatLog Monster Master.



to hide.



▲ The source of the monster activity?



▲ Can you defeat the Dark Master at his own game?

# THE POWER TOWER

Key Required: Brawn Key Version of Origin: Cobi\*

How to Obtain: Show the Rare Key Man a monster he's never seen before (AsuraZoma, Darck, Genosidoh, LordDraco, or PsychoPiz). You must complete the game for this key to become available.

\*If you've already completed the Brawn Key events by trading the key from another player, you will get the Baffle Key (instead of the Brawn Key) no matter what version you are playing.



The easiest and quickest way to win the Brawn Key is to save up 10 TinyMedals and exchange them for the Darck Egg at the Medal Master's. Hatch the egg and put Darck in your party, then head off to see the Rare Key Man!

The last three Hidden Keys take you to three special towers that test your abilities as a Monster Master. Each tower has its own theme, and you need your brain and your monsters' brawn to overcome each floor's challenges.

The Power Tower focuses on the five types of attack spell: wind, water, ice, thunder, and fire. Equip your monsters with accessories that defend them from these types of spells, or use monsters like the MetalKing, who is invulnerable to these elements. There are six floors to the tower, and each one has a different theme (Whirlwind, Clearwater, Blizzard, Thunder, Fire, etc. When you defeat the team of monsters on that floor, claim the treasures in the next room and advance to the next floor. When you defeat the monsters on the 6th floor, you've cleared the whole tower!





▲ The monsters in the Clearwater Chamber cast powerful water spells.



▲ Talk to the Mimics in the treasure chambers to learn what types of attacks to use against your foes.

## Key Required: Soul Tower Version of Origin: Both

How to Obtain: Clear both the Power and Baffle Towers. Return to the Rare Key Man and he gives you the Soul Key so that you can take the final Tower challenge.

The Soul Tower is the final tower you face. The monsters here use a variety of strong magic spells to keep their foes at bay. With names like the Life Chamber, Pain Chamber, Healing Chamber, and Chaos Chamber, you know that the battles ahead will be fierce. At the top of the tower waits the towers' creator. If you can defeat him, you are truly a gifted Monster Master!

# MAGIC KEYS AND THE MAGIC KEY WORLDS

There are three types of keys in *Dragon Warrior Monsters 2*: Main Keys, Hidden Keys, and Magic Keys. Main Keys are used to travel to the worlds involved in the main quest for the Magic Plug. Hidden Keys are used to travel to the Hidden quest worlds discussed earlier in this section.

# The Three Types of Keys in Dragon Warrior Monsters 2

Main Keys	Hidden Keys
Oasis Key	Elf Key
Pirate Key	Lonely Key
Ice Key	Traveler Key
Sky Key	Brawn Key
Limbo Key	Baffle Key
Br. Jak	Soul Key

Magic Keys

There are an infinite number of Magic Keys in Dragon Warrior Monsters 2!

Magic Keys are unique. When you find one, whether it's the treasure in a Treasure Chest, the prize in an Arena battle, or just lying around, take it to the Key Shop in GreatLog to have it identified by the Key Appraiser. This master craftsman can determine where the key will take you and what types of monsters you'll meet when you get there. You can find Magic Keys anywhere, and unlike the Main and Hidden Keys, there is an infinite number of them!

# HOW TO READ A MAGIC KEY

When you find a Magic Key, it is imprinted with a name that only the Key Appraiser can disclose. The name it receives is based on the type and level of the monsters that make up your battle party. The better your monsters (i.e., the higher their + Levels, rarity, stats, experience level, etc.), the better the key.



When you trade Magic Keys that have not been appraised, the imprinting on the key remains the same. So, if you trade an unnamed Magic Key with a friend who's not very far along in the game, the Magic Key you receive will not be very powerful. On the other hand, if you trade one with a friend who's almost finished the game, you may end up with a very powerful and rare key!

CAUTION

# THE BAFFLE TOWER

Key Required: Baffle Key Version of Origin: Tara\*

How to Obtain: Show the Rare Key Man a monster he's never seen before (AsuraZoma, Darck, Genosidoh, LordDraco, or PsychoPiz). You must complete the game for this key to become available.

\*If you've already completed the Baffle Key events by trading the key from another player, you will get the Brawn Key (instead of the Baffle Key) no matter what version you are playing.

The Baffle Tower focuses on the power of support spells. These types of attacks require a certain amount of strategy so that your monsters aren't disabled. There

are six floors to this tower, and each one has its own theme (Silence, Confusion, Fatigue, Looting, etc.) On the 6th floor, you must defeat monsters that use spells that cause damaging conditions like Poison or Curse.

 Watch out for attacks that poison or curse your monsters. Poison causes a consistent amount of damage every round unless you heal them.



Konni Robba Pikka
H245 H307 H285
M108 M144 M146
L:35 L:35 L:30

Konni was
terribly poisoned!

Don't forget what spells seal off others. Use DanceShut to seal the dance-type attacks of these monsters!

# THE SOUL TOWER



▲ These monsters may look easy, but they have lots of defensive and healing spells to keep the battle going forever!



▲ MegaMagic is a killer!



Each Magic Key is randomly given a two-part name. The first part of a key's name determines the rarity of the monsters you will encounter in the world the key opens. The second part of the name determines the family of the monsters.

# The First Part of the Key Name

The names in the list here make up the first part of any Magic Key name. The farther up on the list the first part of the name appears, the more rare the monsters you'll meet in the world the key opens. So, if you get a key called Ylw.Slime, you can tell from the list that you'll be meeting only the most common Slime Family monsters. On the other hand, if you get a SecretSlime key, prepare to meet some of the less common Slimes, like the GoldSlime and GranSlime.





A typical array of Slime-types from a common Slime world.

▲ A typical array of Slime-types from a rare Slime world.





The Second Part of the Key Name

The second part of the Magic Key's name indicates the types of monsters you'll meet in that world. Most keys take you to lands where two monster families co-exist. However, you can find keys that take you to worlds where only one monster family lives. Use the following list to discover what types of monsters you'll meet in the Magic Key worlds.

# NOTE

Keys that lead to single-family worlds are more rare than those that lead to dual-family worlds. Do not be surprised if your first Slime key has a more common first name than any of the dual-family keys you've received so far.

Key Na	ame	Monster Family
Slime		Slime Family monsters
Draco		Dragon Family monsters
Beast		Beast Family monsters
Bird		Bird Family monsters
Tree		Plant Family monsters
Bug	Ne	Bug Family monsters
Devil		Devil Family monsters
Death		Zombie Family monsters
Thing	100	Material Family monsters
Water	VISA	Water Family monsters
Lord	VE V	??? Family monsters
Cave	car from	Slime and Dragon Family monsters
Isle	AK C	Slime and Beast Family monsters
Torch		Slime and Bird Family monsters
Gardn	4	Slime and Plant Family monsters
Pit	180	
_	10	Slime and Bug Family monsters
Bsmt.	1	Slime and Devil Family monsters Slime and Zombie Family monsters
Jail		
Magma Sea		Slime and Material Family monsters Slime and Water Family monsters
Field	(A)	Dragon and Beast Family monsters
Tower		Dragon and Blant Family monsters
Mine Hill	1//	Dragon and Plant Family monsters
		Dragon and Bug Family monsters
Cstle		Dragon and Devil Family monsters
Mound		Dragon and Zombie Family monsters
Desrt		Dragon and Material Family monsters
Lake		Dragon and Water Family monsters
Jungl		Beast and Bird Family monsters
Haven		Beast and Plant Family monsters
Grass Forst		Beast and Bug Family monsters
Grave		Beast and Devil Family monsters  Beast and Zombie Family monsters
Crag	11	Beast and Material Family monsters
Shore		Beast and Water Family monsters
Log		Bird and Plant Family monsters
Sky		Bird and Bug Family monsters
Mtn.		Bird and Devil Family monsters
View		Bird and Zombie Family monsters
Cliff		Bird and Material Family monsters
Islet		Bird and Water Family monsters
Land		Plant and Bug Family monsters
Grove		Plant and Devil Family monsters
Swamp		Plant and Zombie Family monsters
Manor		Plant and Material Family monsters
Depth	M	Plant and Water Family monsters
Hole		Bug and Devil Family monsters
Tomb		Bug and Zombie Family monsters
Soil		Bug and Material Family monsters
Pond		Bug and Water Family monsters
Hell		Devil and Zombie Family monsters
Moon		Devil and Material Family monsters
Ocean		Devil and Water Family monsters
Gulch		Zombie and Material Family monsters
River	7	Zombie and Water Family monsters
Star		Material and Water Family monsters
	STATE OF STREET	Marine at the control of the second

# INSIDE THE MAGIC KEY WORLDS

The Magic Key worlds are as unique as the keys that open them. Each one is randomly generated when you enter it, like the Traveler's Gate worlds in *Dragon* 

Warrior Monsters. However, when you leave a Magic Key world and return later, everything will be the same. In Dragon Warrior Monsters 2, the Magic Key worlds are not randomly re-generated every time you enter them!

As you explore each Magic Key world, you uncover more of the World Map screen.



 Towns and villages keep your party in good shape and your inventory full. Just don't expect a lot of interesting conversation.





Because of the random nature of the Magic Key worlds, each one looks a little different from the next. If you trade a Magic Key with a friend, your friend's world may look a little different.

The sequence of events in each of the Magic Key worlds is identical. When you first enter a world, seek out the world's Boss or Bosses and defeat them. Until you do that, the monsters you meet will not join your party—they're loyal to their Boss. The number of Bosses depends upon the layout of the world. If it is made up of many small islands, you find a Boss on each of the islands. If the world is a single, large continent you fight a single Boss. Sub-Bosses are housed in buildings that look like door shrines, and the big Boss resides in a castle.



 Inside, all of the Sub-Boss chambers look identical.
 Traveler's Gates link together shrines from different islands.



The first part of the key's name determines the difficulty level of each world's Boss. The rarer the key, the more difficult the Boss.

Once you defeat the world's Boss(es), you are free to recruit monsters in that world. Also practice treasure hunting! The towers and caves in these worlds are filled with accessories and Magic Keys!





▲ Visit all of the caves and towers in every Magic Key world. They provide your party with lots of battle experience, and you also find some rare treasures.



At the end of each dungeon, there's a treasure room like the one pictured. Inside the Treasure Chest you'll either find a Magic Key or an accessory for your monsters. Since there is usually more than one dungeon in each Magic World, expect to find at least one of each type of treasure.

# 6112

While traveling through the Magic Key worlds, don't forget the basic rules of monster catching:

- You cannot recruit the Boss Monsters you face in Main, Hidden, and Magic Key worlds.
- You cannot recruit monsters that appear before you defeat the Bosses in a Magic Key world.
- You cannot recruit ??? Family monsters that appear in a Magic Key world.
- You cannot recruit monsters you battle in the Arena.

If you keep these rules in mind, you'll find that the Magic Key worlds are great places to catch monsters to complete your collection!

While you are traveling through Magic Key worlds, keep your eyes open for wandering Monster Masters. These foreign Masters appear randomly, and provide you with interesting challenges. The most common Masters you'll meet are the male and female Warriors, Priest, and Shopkeepers. If you're lucky, you may run into some of the characters listed here.







When you see these travelers on the field map, talk to them right away. If you leave the tile without talking to them, they disappear before you return!

Warrior (Male and Female)

**Reward:** Receive one item, usually a WarpWing. However, after a tough battle you may get a Magic Key.

#### Priest

Reward: Heals your monsters to full health (even if knocked out). Some Priests require you to defeat them in combat first.

#### Shopkeeper

**Reward:** Sells you necessary items at somewhat reasonable prices. Watch out for those out to cheat a young Monster Master! You also meet Shopkeepers who want to battle. These powerful Masters fill your inventory with Meat if you defeat their monsters.

#### Bard

**Reward:** When you defeat a Bard in battle, he gives you a special potion that raises the lowest stat by 20 points. This change affects all the monsters in your party.

#### Wizard

Reward: These purple-robed wizards sell you a map of the world for 200G.

#### Casino Ship

Reward: Win various cash and prizes while playing the slot machines:

Pattern	Prize
***	MeteOrb
000	TinyMedal
	1,000G
A A A	500G
x x x	200G
**	100G
00	50G

#### BunnvGirl

**Reward:** Win cash and prizes by winning the Hi-Lo Card Game. To win, correctly guess whether the next card is higher or lower than the current card.

If you see any monsters you like when battling a foreign Monster Master, lure the monster to you with Sirloins or MeteOrbs. If you are diligent, you can steal monsters away from their owners!

# BATTLING IN THE ARENA

Go to the Arena when you want to test your monster team. Unlike in the original *Dragon Warrior Monsters*, participation in the Arena battles (with the exception of the Kid's Club battle) is not compulsory. Still, the Arena is a great place for budding Monster Masters to test and train their monsters. It is also a decent source of Magic Keys and other rare items.

# **BASIC STRATEGIES**

The best offense is a good defense. This holds true in the Arena. If you know what monsters you are up against and what skills they possess, you'll have a much easier time preparing for battle. The tables in this section provide you with all of the information you need about your opponents.

Winning the Arena tournaments is often a matter of luck. Since you cannot command your troops manually, you have to trust in their own judgment. If you've worked hard to mold your monsters' personalities to fit their roles in battle, luck will be on your side. If you've ignored this facet of monster taming, you'll be frustrated (see the end of "Basics"). Here are a couple of tried and true tricks:

- Use well-balanced teams. As you breed new monsters, it will become easier to stock your battle team with monsters that have great attack skills and strong healing skills. A good team inflicts grievous damage while healing the damage done to it.
- 2. High Agility puts your monsters ahead of the enemy! Monsters with high Agility marks attack first and can often determine the battle's winner. Train your speedlest monsters to be good at various strategies as the situation requires. You need them to cast healing spells before more damage is done, immobilize the enemy with support skills, or even decimate them with high-powered attacks.
- Don't be afraid to change strategies every turn. Reevaluate the battle at the start of each turn and have your monsters act accordingly.
- 4. Save before attempting each battle class, and restart if things don't go your way. Sometimes, winning a battle is a matter of luck. Remember, the enemy's AI functions similarly to your own monsters. Sometimes they cast the right spells and sometimes they don't. This is especially important when facing opponents who attack in a rage. Sometimes they'll hit one of your monsters and knock it out, but more often than not, they'll hit one of their own—sometimes even knocking out their own team for you.

# KID'S CLUB

This is the first battle available to you, and the only one you are required to participate in. If you put together a strong team of basic monsters in the Oasis World, you'll easily win this battle. If your monsters fail, take your monsters back to the Oasis World and into the Canal for more training. Remember, you need the Pirate Key (the Kid Club prize) to continue on your quest for the Magic Plug!

Prize: Pirate Key



CODI

#### **Round One**







### **Round Two**









### **Round Three**









### **Round One**







## **Round Two**







#### **Round Three**







# CHALLENGE BATTLE

Challenge Battle mode is the most similar to the Arena battles in Dragon Warrior Monsters. Here you must clear each battle class before you can progress to the next. Unlike the original Dragon Warrior Monsters, your progression through the game is not based on your progress in the Arena; you can participate in these Challenge Battles at any time in the game—either before you complete the Magic Plug quest or afterwards. The standard prize for clearing a Challenge Battle class is a Magic Key. If you clear the S Class battles, you get to participate in Free Battle mode.

# Class

Get the C Class over with after you clear the Pirate World. This class is straightforward, and gives you a good idea of your team's strengths and weaknesses as you enter the stage of the game where you breed your own monsters.

**Cost: 100G** Prize: Magic Key



## **Round One**







### **Round Two**







#### **Round Three**



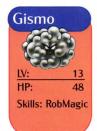














## **Round Two**









#### **Round Three**







# **B** Class

The monsters in the B Class use attack spells and support skills. This challenge is good training for the monsters you'll encounter in the Ice World. Complete this battle before you head off to the Sky World.

Cost: 500G Prize: Magic Key



#### **Round One**

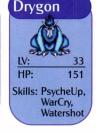






#### **Round Two**







#### **Round Three**



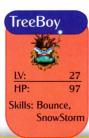




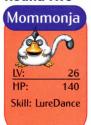


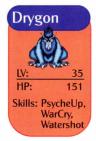






#### **Round Two**







## **Round Three**







## A Class

Attempt the monsters in the A Class after you complete the events in the Ice World. At this point, your monsters should be well-trained to sail through this class with ease.

Cost: 1,000G Prize: Magic Key



#### **Round One**





MadCondor



#### **Round Two**







## **Round Three**



SnowStorm,

Surround







#### **Round One**





Surround,

WindBeast



#### **Round Two**















#### S Class

The S Class is the toughest of the Challenge Battle classes. Try to complete this battle before the end of the Sky World events for the best test of your monsters' abilities before taking on the final Bosses in the Magic Plug quest. If you miss this opportunity, make it one of the first things you do after the credits roll. Cost: 5,000G

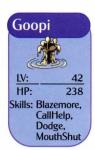
Prize: Advancement to Free Battle Mode



#### **Round One**







#### **Round Two**







#### **Round Three**

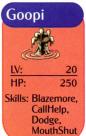






#### Tara

#### **Round One**

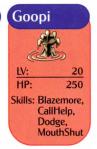




**PomPomBom** 

Serpentia

296



#### **Round Two**



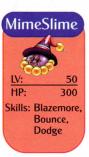




#### **Round Three**







#### FREE BATTLE

Free Battle mode is the ultimate achievement in the Arena. Battle every class as many times as you like (the perfect arrangement as you continue to breed new monsters). Each time you have a good chance of getting a new prize. In Free Battles, the monsters for the three rounds are randomly chosen from the list of monsters assigned to each class. This guarantees that every time you take on a Free Battle class, you have a new challenge to overcome. If you win all three battle rounds, you get to choose your prize from one of two Treasure Chests. The prizes are randomly chosen from the prize list associated with each of the classes.



#### C Class

This is the easiest of the four Free Battle classes, and you should easily be able to conquer it after clearing the S Class in Challenge Battle mode.

Cost: 1,000G

Prizes (one from the following list):

D-Scale Sirloin **FIfWater** StoneFang Herb Wind Staff SageRock WorldLeaf





















































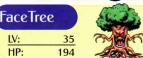






Facer	
LV:	35
HP:	114











GateGuard		
LV:	39	
HP:	251	









Golem

HP:

Lionex

39

246

35

189

40

25

38

38

39

167

119

111

225

LV:

HP:

LV:

HP:

HP:

MerTiger

RotRaven

LV:

HP:

Saccer

HP:

HP:

LV:

HP:

HP:

Wyvern

SkyDragon

Tonguella

MadPecker

3	
A	

A	J.A
MAG	
24	













Gophecada

141

30

219

33

152

HP:

Lipsy

HP:



33

251

	ALL DE LA CONTRACTOR DE	
)		
	00	





Shadow

LV:





	1-1	
16		
W	The same	
	A 1	

Voodol	1
LV:	
HP:	1
	1.520







WingTree		
2		
11		



	- white
38 167	

Monsters unique to Cobi's	version are in
blue and monsters unique	to Tara's
version are in red.	

#### **B** Class

HP:

The B Class is the last of the "easy" Free Battle classes. If your current team of monsters can defeat the monsters in this class, you should be able to take on most of the Bosses in the Hidden Key worlds with ease. Your team should have little problem taking out Kameha's and Terry's teams of monsters.

Cost: 2,000G

Prizes (one from the following list):

AGLseed BeNice Book Comedy Book **INTseed** 

LoveWater MagicKey Quest Book SteelFang







Aquad

OII	
49	
339	





**Niterich** 

LV:	57
HP:	356



Aquarella





AxeShark

HP:

LV:	44
HP:	298



Orochi

LV:	57
HP:	442



RainHawk

55

- No beauty
-
7

**BattleRex** 

at the collection of	The state of the s
LV:	57
HP:	356



BoxSlime

LV:	46
HP:	175



Rosevine

LV:	57
HP:	431



Serpentia

HP:

LV:	55
HP:	382

CloudKing





Coatol

LV:	55
HP:	425



Servant

LV:	57
HP:	356



Shantak

LV:	5
HP:	44



DarkHorn

LV:	45
HP.	205



Digong

LV:	54
HP:	389



Skeletor

LV:	51
HP:	210



Skulpent

	ALC: UNKNOWN
LV:	44
HP:	186



Divinegon

LV:	56
HP:	453



Durran

LV:	55
HP:	400



SkulRider

LV:	44
HP:	187



SlimeBorg

	LV:	45
V	HP:	283



FishRider

111	-	40
LV:		49
HP		346



**Gigantes** 

Ì	LV:	44
	HP:	371



Snapper

LV:	46
HP:	203



StoneMan

	Printer of
LV:	49
HP.	381



**GhosTree** 





425



**WhipBird** 

LV:	57
HP:	535



WhiteKing

LV:	53
HP.	268



GoldSlime

LV:	55
HP:	123



Grakos

HP:

Ì	LV:	53
	HP:	312



A Class



Grendal

The second second	
LV:	55
HP:	366



impossible to beat. This is a good testing ground for your dream team of monsters! Cost: 3,000G

Accessory\* LifeAcorn MagicKey MysticNut

Prizes (one from the following list): Smart Book **STRseed** TinyMedal WorldLeaf

\*Randomly chosen

The A Class is good training for the S Class. The monsters here are tough, but not

**Jamirus** 





KingLeo

LV:	55
HP:	285

LampGenie



1EyeClown





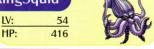
Akuba	
LV:	55
HP:	511



KingSquid

Lazamanus

HP:



425

ManEater	
LV:	44
HP:	186



ArcDemon LV:



ArmvCrab

, ~	
LV:	65
HP:	446



**AxeShark** 

HP:



**BeastNite** LV: HP: 537





### Blizzardy HP:



**BombCrag** 729 HP:



#### CaptDead





#### DarkHorn

56 HP: 534



### Devipine

A STATE OF THE PARTY.	
LV:	68
HP:	489

57

346



#### **FoxFire**

LV: 56 HP: 359



HP:







#### MadDragon

KiteHawk

HP:

LV:	64
HP:	527



#### MadHornet

746

LV:	53
HP:	476



#### MadKnight

LV:	73
HP:	650



#### MedusaEye

LV:	62
HP:	437



#### MetalDrak

LV:	59
HP:	458



#### MimeSlime

LV:	67
HP:	467



#### Oniono

LV:	65
HP:	472



#### Orochi

LV:	66
HP:	627



#### **Phoenix**

LV:	58
HP-	376



#### RushFish

LV:	76
HP:	697



#### Serpentia

LV:	53
HP:	437



#### Servant

LV:	73
HP:	638



#### Shantak

LV:	59
HP:	478



#### Skullgon

LV:	59
HP:	477



#### SlimeBorg

	All of the second
LV:	45
HP:	283



LV:	46
HP:	203



#### SpotKing

Potitini,		1 1	00/
LV:	38	2	
HP:	251		



#### Snapper



#### StagBug

LV:	67
HP:	467



#### StoneMan

TailEater

HP:

HP:

Unicorn

	1
LV:	63
HP.	580

63

367

54

369



#### SuperTen

COLUMN TO THE REAL PROPERTY.	
LV:	59
HP:	387



7.5		
	LV:	64
	HP:	638







LV:	65
HP:	557



wyven	
LV:	67
HP.	523



#### S Class

This is the toughest class, and requires a team that is incredibly strong and well trained. If you win against these monsters, you're ready to take on anything! Cost: 5,000G

Prizes (one from the following list):

Accessory\* **DEFseed** 

Friend Staff MagicKey

MeteOrb Smart Book STRseed TinyMedal

619

\*Randomly chosen

#### Aguadon

LV:	49
HP:	339



### Armorpion

**BigRoost** 

LV:	91
HP:	729

#### AxeShark

LV:	6
HP:	44



Bubblemon		
LV:	93	6
HP:	663	



#### Digong

HP:

LV:	88
HP:	743

#### Divinegon

LV:	8
HP.	79



### Durran

LV:	9
HP:	76



FooHero

LV:

HP:

LV:	85
HP:	739



#### Exaucers

LV:	93
HP:	702



733

#### GigaDraco

86

728

_	
LV:	87
HP:	793



#### GoatHorn

HP:

LV:	85
HP:	628



#### GoldGolem

LV:	86
HP:	838



GoldSlime

11 6 26	THE PROPERTY OF
LV:	85
HP:	488





#### GreatDrak

83 HP:



#### HornBeet

86 HP: 728



#### nverzon

86 IV: HP: 649



#### IronTurt

86 HP: 648



#### KingLeo

86 HP:



#### LizardMan

84 HP:



#### MadCat

83 HP:



#### MedusaEve

93 HP: 701



#### MetalKing

84 HP: 322



#### Ogre

LV: 84 HP: 757



#### Puppetor

81 HP:



#### PutrePup

86 HP: 729



#### RainHawk

751



#### Roboster 2

87 HP:



#### RogueNite

92 HP: 802



#### Rosevine

92 LV: HP:



#### Serpentia



#### SuperTen

IV: 86 HP: 629



#### Swordgon

85 HP: 488



#### Voodoll

87 HP: 666



#### WarMantis

HP: 589



#### WhaleMage

92 622



#### WhiteKing

HP:



#### ZapBird

LV: 85 HP: 629



Here are a few secret events that pop up in the second half of Dragon Warrior Monsters 2.

#### ROUNDING UP THE KING'S MOST WANTED!

Looking for a challenge? Talk to the King and see if he's got any work for you!

After you complete the Magic Plug quest, the King will find other things for you to do. These mini-quests send you out to the Magic Key worlds in search of thieves disguised as Priests, Shopkeepers, etc. If you find the scoundrel the King's looking for and bring him in, the King gives you a

handsome reward! There are four bandits, and each one is difficult to find and capture. However, each one you find is worth more money than the last!

Bandit #1. Disguised as a Shopkeeper.

to the King's chambers to collect your reward.

Bandit #2. Disguised as a Priest.

Bandit #3. Disguised as a Wizard.

Reward: 30,000G Bandit #4. Disguised as a wandering Monster Master. Reward: 40,000G To find these foes, use all of your already-appraised Magic Keys, and scour the lands they take you to. The bandits appear randomly like the foreign Masters you would normally encounter in these lands. When you find a scoundrel, expect a tough battle before you take him into custody. Once you've defeated him, return

#### TERRY



When you collect over 150 types of monsters, a special visitor appears on GreatLog. Terry, the famous Monster Master from GreatTree, arrives in search of worthy competitors. If you think you have the right stuff, head down to the Arena to take him on. If you defeat his monsters, you'll be able to mate your monsters with those from Dragon Warrior Monsters in Terry mode!

of roque masters

Reward: 10,000G

Reward: 20,000G

Terry's team of monsters is really tough! Do you have what it takes to defeat him?

#### WARUBOU



You have to work really hard if you want to convince Warubou to join your party. When you collect 250 monsters, talk to him and he'll give you his son, Petitbou, to watch after. Return when you have 290 monsters, and Warubou joins your party!

#### WATABOU

If you got the Watabou in Dragon Warrior Monsters, you can move him over to your Dragon Warrior Monsters 2 cartridge in Terry mode. Just mate your Watabou from Dragon Warrior Monsters with a Warubou from Dragon Warrior Monsters 2. The offspring of the union is the Watabou!

#### MILAYOU

After you complete the events in the Traveler's World, check back often to see if Milayou is interested in battling you. Remember, Milayou is GreatLog's most respected Monster Master (next to you, of course), so she's tough to defeat!

#### WONDEREGG

When you open Terry mode, you can mate a Slime with a BigRoost to get the amazing WonderEgg. The WonderEgg may not seem like much, but it is a wonderful breeding monster. Take a look at its listing in "Breeding Patterns" to see what you can create!

> ► To create a WonderEgg, mate a Slime with a BigRoost.



Tara received NonderEgg's egg



# MONSTER BREEDING TACTICS

Monster Breeding is an integral part of *Dragon Warrior Monsters 2*. To survive your quests and become the ultimate Monster Master, you must mate together the monsters you recruit and breed newer, stronger monsters. When you mate two monsters together, the resulting monster receives the strengths of the parents, as well as their spells and skills. Through repeated breeding, you can make even the weakest monster incredibly powerful.

In addition, it is only through monster breeding that you can obtain the superpowerful monsters new to this game, plus the ??? Family monsters! Monster breeding also allows you to create specialized versions of monsters that easily surpass any monsters you might find in the wild.

# CHOOSING THE CORRECT COMBINATION

To mate your monsters, head to the Starry Shrine (in a building north of the well). This facility becomes available when you win the Kid's Club battle in the Arena, but it is too crowded to enter until after you clear the second Main world (the Pirate World).

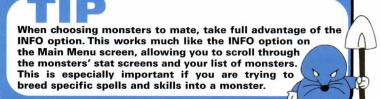
To breed monsters, you must have both a male and female monster at LV10 or above. Because you cannot mate two males or two females together, keep an eye on the genders of your Eggs and the monsters you recruit. After all, there's nothing worse than mating several sets of monsters together in hopes of creating a certain monster, only to find that the parents you've worked so hard for are the same gender!





Inside the Starry Shrine, head down the stairs and into Prof. Monster's chamber. Prof. Monster performs two services: breeding and hatching. When you mate two monsters, they get married and spend the night in the Starry Shrine, heading back to the wild after the female lays an Egg. Prof. Monster then collects the Egg and either hatches it or presents it to you. There is no charge for the Starry Shrine's breeding services. However, if you plan to hatch the Egg, there is a charge based on the Egg's + Level.

When breeding together two monsters, you must first choose the Base Monster. This is the monster that sets the baby's family. For example, if you mate a Slime and a Dracky together and you make the Slime the Base monster, you create a WingSlime (which is a member of the Slime Family). Alternatively, you could make the Dracky the Base Monster, creating a Picky (which belongs to the Bird Family).





After you choose the Base Monster from the list of monsters residing at the Monster Farm, choose a Mate Monster. Your Mate Monster options are limited to monsters that are the opposite gender of the Base Monster. As you scroll through the list of potential mates, the prospective result of each breeding is listed above the Base Monster's name. This makes it easy for you to judge whether you want to proceed with that Mate Monster.

When you choose the Base and Mate Monsters, Prof. Monster confirms the resulting monster and its + Level. He also tells you whether you have that monster in your collection. If his report pleases you, confirm the mating, and it will take place. If you don't like the predicted result, cancel the transaction by pressing ® or selecting "No." In Dragon Warrior Monsters 2, the result of the breeding is not automatically saved, so if you decide that you made a mistake after the breeding takes place,



you can simply restart the game from your last save.

#### EGGS AND THE EGG EVALUATOR



After the breeding, you receive an Egg. The Tamer can tell you the type of monster in the Egg, but he doesn't know its the gender. To find out, visit the Egg Evaluator upstairs. She can perform an evaluation of the Egg or a blessing. The evaluation tells you the gender of the Egg, and a blessing changes that gender. If you are trying to breed a monster to use as a parent for another, check the gender and change it if necessary!

# USING THE BREEDING PATTERN TABLES

The Monster Compendium and Breeding Patterns sections of this guide, provides you with all of the breeding formulae you need to create specific monsters. The tables in the Monster Compendium tell you how to breed a specific monster, and those in the Breeding Patterns section tell you the breeding patterns of specific monsters and monster families. To help you understand how to better use these formulae, the following section discusses the basic Monster Breeding patterns in the game.

## THE MECHANICS OF BREEDING # 1: FAMILY X FAMILY PATTERNS

Breeding by family occurs when you mate a member of a specific family with a member of another family. Patterns that follow this type of breeding are presented as follows:

Base Monster X Family Mate Monster Y Family

Monster Born Z Monster

For example:

Base Monster Slime Family Mate Monster Dragon Family Monster Born DrakSlime



You can mate any Slime Family monster with any Dragon Family monster, and a DrakSlime will be born. The only condition under which that might not be the case is if the two monsters you choose belong to a monster-specific pattern, discussed in the Mechanics of Breeding 2 and 3 sections.

At the beginning of the game, most of the breeding you perform is at Family x Family breeding. The majority of monsters you can recruit in the first two worlds are pretty basic, and do not participate in many of the more advanced breeding patterns (see "Breeding Patterns" for examples). The monsters that participate in the advanced patterns require more powerful monsters as mates, or need to be at a much higher experience levels before they produce more advanced offspring. The table above shows the monsters that are created when you breed by family.

### THE MECHANICS OF BREEDING #2: MONSTER X FAMILY BREEDING

Monster x Family breeding occurs when you mate a specific monster with a monster from another family of monsters. These patterns appear as follows:

Base Monster BoneSlave Mate Monster Water Family Monster Born CaptDead

You could mate a BoneSlave with a Pumpoise and the offspring would be a CaptDead. Monsters created through Monster x Family patterns are more powerful than those created through basic Family x Family patterns.

### THE MECHANICS OF BREEDING #3: MONSTER-SPECIFIC BREEDING

The more powerful monsters in *Dragon Warrior Monsters 2* are created by mating two specific monsters. For example, to create a Lazamanus (one of the new superpowerful Zombie Family monsters), use the following formula:

Base Monster WhiteKing Mate Monster DracoLord Monster Born Lazamanus

Unfortunately, getting the WhiteKing and DracoLord needed to create a Lazamanus requires even more breeding time! When you are looking through the Monster Compendium, take notes about what monsters you want in your party, and then figure out what monsters you need to recruit from the wild or breed yourself to create those monsters. The sooner you start planning, the easier it will be to create your dream team!

### THE IMPORTANCE OF BREEDING

Let's face it, monster breeding is a hassle—especially when you just want to get through the game quickly. It takes time to raise a monster from ground zero, and why would you want to do that when you've spent so much time raising the monsters you found in the Oasis and Pirate worlds?

The key is power. Monster breeding gives you monsters with more power, and you need more power to reach the end of the Magic Plug quest. People caution you about getting too attached to your monsters. They know that the CurseLamp you picked up in the Oasis World can't survive the battles against the Bosses in the latter worlds—no matter what level it is!

If you are having problems sending your favorite monsters to the Starry Shrine, here are a few things to think about.

### STRENGTHEN A SPECIFIC MONSTER THROUGH BREEDING

If you have a monster that you really like and you don't want to get rid of it, try this: When you mate a monster with another monster from the same family, you end up with a stronger version of the same monster. For example, you have a Roboster that has reached its growth limit, but you don't want to get rid of it. The best thing to do is take that Roboster to the Starry Shrine and mate it with another monster from the Material Family. You retain your Roboster while adding new spells and skills to its repertoire and increasing its power and growth potential. All you have to do is protect it while it gains some battle experience.

#### + LEVELS

When you mate two monsters together, the resulting monster is assigned a + Level based on the parents' + Levels and/or experience levels. The higher the + Level, the more powerful the monster will be when it hatches. Raising the + Level of a monster is easy if you breed monsters over and over again!

+ Levels play an important role in breeding. If you breed together two Slimes with combined + Levels of +5 or higher, you'll get a KingSlime. Whenever you see a note like (+5 or higher) in a monster recipe, it indicates that the + Levels of the parents must equal that level or higher to create the monster listed.

To maximize the benefits of the + Level system, raise monsters (especially those caught in the wild or lured away from foreign Monster Masters) to their maximum level. To learn a monster's maximum experience level, talk to the LandOwl in the stable.

### NOTE

A monster that's reached its max level has a star next to its experience level.



+ Level Ratings by Experience Level	
Sum of Male's + Female's Levels	Resulting + Level
20-39	+1
40-59	+2
60-75	+3
76-99	+4
100+	+5



### NOTE

The + Level system works differently when you breed monsters over the Game Link cable. When mating monsters at the Starry Shrine, the + Level of the offspring is a combined value of the parents. However, when mating monsters with friends over the Game Link cable, the offspring's + Level is based on that of the Base Monster. So if you breed a +5 Monster with your friend's +40 Monster, the Egg you receive will contain a monster that is only about +6 or +7, while your friend will get an Egg with a +40 (or slightly higher) rating. This prevents you from starting the game with ridiculously powerful monsters.

#### THE SKILL EQUATION

Skills and spells are a prime consideration when breeding monsters. A monster captured in the wild can only learn up to three spells, but a monster bred in the Starry Shrine inherits the skills of its parents (and grandparents), so it can learn up to eight skills. When you mate monsters, take their current and future spells into consideration (this is especially important for a monster destined for your battle party), and think about your selection for their parents and grandparents.

There are three major types of skills in the game: growth skills, learned skills, and regular skills. Growth skills evolve and strengthen with your monster. For example, the Blaze spell grows into Blazemore, and then Blazemost when your monster fits the requirements. The Skills and Spells section denotes which skills grow into others.

Learned skills are acquired when your monster learns the prerequisite skills. For example, a monster can only learn GigaSlash once it knows FireSlash, BoltSlash, VacuSlash, and IceSlash. Regular skills are self-explanatory.

When mating monsters, make sure that the monsters in question know spells and skills that are different or complimentary to the skills the offspring will naturally learn. Of course, the downside to inheriting spells and skills is that your new monster can only learn eight skills total, so you'll have to decide which skills you want it to learn and which ones you want it to forget.

Keeping track of a monster's skill lineage is important if you want to take advantage of learned skills. With at least nine skills to choose from (more if the monster created has grandparents), a careful breeder can manipulate lesser skills so that the new monster can learn more powerful ones that it wouldn't normally. Part of breeding the ultimate monster is making sure it has the ultimate skills.

Consider the role your new monster will play in your battle team. It is best to have monsters that either specialize in one type of spell (recovery spells, for example) or have a well-rounded assortment. When breeding monsters for your battle team, compare the spells and skills that it will learn to those of its teammates.

#### BREEDING OVER THE GAME LINK CABLE

Mating your monsters with your friends' monsters is an easy way to create new and powerful monsters. Just hook up your Game Boy systems with a Game Link cable. When the Start menu appears, choose the Breeding option.

The monster you choose to mate will act as the Base Monster, and the monster your friend chooses will be its Mate. The same goes for your friend (i.e., the Egg your friend receives will be based on his or her monster as the Base and your monster as the Mate). When breeding over a Game Link cable, you create two different Eggs. For example, if you breed a Blizzardy with a friend's Phoenix, you will end up with a RainHawk, (while your friend will acquire a stronger Phoenix (since Phoenix x Bird Family = Phoenix).

However, this breeding only happens if the monsters have compatible personalities. If their personalities clash, they won't mate. You must use books (like the Cheater Book or Quest Book) to adjust the monsters' personalities. Use the chart on this page to determine if the mating is going to be a match!

#### Personality Compatibility D Hotblood Eager Smug Earnest X X Pushy Snobby X Reckless Daring Daredevil X X X X X Cool/Calm O X X Serious X X X X Selfish Simple Innocent X Prideful X Nosy Whimsy Spoiled Smart X Cruel X X X Shy Affable X X X X X Coward Gullible Carefree Carefree Key: Hotblood Snobby Serious Cruel Nosy Selfish Whimsy AA. Lazy Reckless Shy Eager Affable Daring Simple Spoiled O = Compatible Smug Daredevil Coward Earnest Innocent Smart X = IncompatibleCool/Calm O. Prideful Gullible Pushy SIV



#### RECRUITING MONSTERS FROM THE WILD

Whenever you enter a battle in any of the worlds, you have an opportunity to recruit new monsters. Sometimes, a monster spontaneously decides to join your party after the battle is won. However, this is a rare occurrence once you've left the Oasis World.

Usually, recruiting monsters requires planning. Feeding the enemy monsters pieces of Meat affects them in the same way that it does when you feed your own monsters: They begin to like you. If you feed the enemy enough Meat, the last one defeated may decide to join your group. The amount of Meat you need to feed an enemy monster varies with the level of the monsters and the level of the gate. The monsters in the early gates require only a couple of pieces of BeefJerky or a PorkChop to lure them into your camp, but monsters you encounter later on demand a Rib, a Sirloin, or a rare MeteOrb.

Decide what monster you want to recruit. Only the last monster to be defeated is eligible for recruitment. If you face a single monster, a group of the same monsters, or monsters that are new to you, this isn't a problem. However, if you aim for a certain monster, you may find yourself out of luck. The monsters in your party are programmed to attack the strongest enemy first. If that enemy is the monster you want to recruit, manually control the monsters in your party until the other enemies are knocked out. Then, in what will probably be the final round, toss the enemy monster a big piece of Meat and hope that it joins you.

There is another helpful procedure that always gets you the monsters you want. This is especially good for recruiting monsters owned by foreign Monster Masters.

- 1. Stock up on ShinyHarp, Sirloins, etc. from the Item Shops.
- 2. Enter a world that has monsters you want to recruit.
- 3. Summon monsters with a ShinyHarp.
- 4. Defeat all of the monsters except the one you want to recruit.
- 5. Cast Ironize on your party (this skill turns your party into lumps of iron, preventing them from receiving or giving damage) and feed the enemy monster pieces of Meat (type depends upon level of monster) until the spell wears off.

#### Stealing from Foreign Monster Masters

As you explore the Magic Key worlds, you will encounter foreign Monster Masters dying to challenge you to a battle. These masters possess rare monsters (some of which you can only obtain through them) with special skills that the monsters' wild counterparts are unlikely to have.

The foreign Monster Masters' monsters are not bound to them like yours are to you. This means that you can seduce the monsters over to your team if you have enough time and meat. It usually takes two or more pieces of Sirloin to make one of these monsters jump ship, but the time and money are well spent—some of the monsters these foreign Monster Masters own can only be acquired this way, and others have skills and spells that would take a long time to breed into a monster of your own.

### NOTE

The monsters you face in foreign Master battles vary based on your party's total experience level. The higher the total level, the stronger and more rare the monsters you face.

### DREAM EGGS

In the Monster Farm on GreatLog, find a CactiBall watching over an empty nest. When you ask him about it, he tells you about special Monster Eggs called Dream Eggs. You can find them in Treasure Chests in the Magic Key worlds. If you find a Dream Egg, it will automatically be transferred



to the farm for care and feeding.

The trick to the Dream Egg is that you can affect what monster it will become by feeding it certain items. To create a monster with lots of HP, give it Herbs and LoveWater. Want a monster with lots of MP? Feed it Potions and ElfWater. You can manipulate the Egg's Family by feeding it certain accessories or rare items like SageRocks.

When you are tired of feeding the Dream Egg, hatch it by trading it with friends over the Game Link cable. Simply link up your systems and select the Dream Egg option on the main menu to trade the Dream Egg over to your friend's Game Pak. You can then trade the Dream Egg back in the same manner. At the end of one of these trades, the Dream Egg hatches and your new monster is born!

CONTINUE
NEW GAME
BREEDING
KEY TRADE
VS MODE
DREAM EGG
TEAM MODE



To trade a Dream Egg with a friend, choose the Dream Egg option. If you've traded it many times, it hatches!



#### USING ITEMS TO CUSTOMIZE THE DREAM EGG

The following items are your best bets when trying to customize the monster in your Dream Egg. This is not an exhaustive list, but just enough to give you some ideas.

#### HP

BeNice Book DracoBelt Herb LifeAcorn LoveWater

#### MP

ElfWater MagicBelt MagicCape OddBelt Potion

#### **ATK**

Quest Book SteelFang STRseed

#### DEF

DrakScale PltnmCape Sailor Ring

#### **AGL**

Cheater Book OrcaCape Starry Bracelet

#### INT

GoldCape Smart Book Wise Hat

#### Slime Family

Comedy Book

#### **Dragon Family**

Quest Book

#### Beast Family

Horror Book

#### Bird Family

BeNice Book

#### Plant Family

Smart Book

#### **Bug Family**

Rib

#### Devil Family

Mage Ring

#### **Zombie Family**

BadMeat

#### **Material Family**

SageRock

#### Water Family

OrcaCape

#### ??? Family

PltnmCape



### TERRY MODE

When you complete the game and collect over 150 monsters, Terry from *Dragon Warrior Monsters* fame visits GreatLog. Find him in the Arena by the entrance. Defeat him in battle, and a whole new Breeding mode will open up on the main menu. In Terry Mode, you can breed your monsters from *Dragon Warrior Monsters* 2 with monsters from *Dragon Warrior Monsters*. The only catch is that monsters specific to *Dragon Warrior Monsters* 2 are converted into monsters shared between the two games. This means that when you mate a FooHero from *Dragon Warrior Monsters* 2 with a Dragon from *Dragon Warrior Monsters*, the FooHero is turned into a TreeBoy for breeding purposes. This means that instead of mating a FooHero with a Dragon, you are mating a TreeBoy with a Dragon. Use the following table to find out what your monster will be converted into.







#### Dragon Warrior Monsters 2-Dragon Warrior Monsters Conversion Chart

Dragon Warrior Monstors 2	Deagan Warrior Monstors
Angleron Warrior Monsters 2	Poisongon
Aquadon	SkyDragon
AxeShark	BattleRex
A TABLE OF THE REAL PROPERTY.	
BossTroll	Gigantes
Bubblemon	Orc
CancerMan	Digster
CaptDead	DeadNite
CatMage	CatFly
Clawster	DarkCrab
CloudKing	Gismo
Devipine	Gulpple
Digong	WhipBird
Drygon	MadDragon
Dumbira	Tonguella
Emyu	MadGoose
EvilWell	Grendal
Exaucers	MadMirror
FishRider	SkulRider
FooHero	TreeBoy /
Garudian	MadCondor
GhosTree	<u>HerbMan</u>
GigaDraco	BattleRex
HaloSlime	MetalKing
HoodSquid	AgDevil
KingSquid	Servant
LampGenie	Centasaur
Merman	EvilBeast
MerTiger	Trumpeter
MimeSlime	Slabbit
MultiEyes	Droll
Niterich	DeadNoble
Octogon	Skeletor
RayGigas	DuckKite
Roboster 2	Roboster
RushFish	Go <mark>ate</mark> gon
SeaHorse	Demonite
Serpentia	Orochi
Shantak	ZapBird
Sickler	StagBug
Vampirus	Rayburn
WalrusMan	Grizzly
WarMantis	ArmyCrab
WhaleMage	WhiteKing

## THE MONSTER COMPENDIUM

### HOW TO READ THE MONSTER ENTRIES

The Monster Compendium is where you'll find all of the information you need to train and create super-powerful monsters. All 312 monsters in Dragon Warrior Monsters 2 are chronicled here, along with their genealogies and skills. The following is a primer to help you understand how the information for each monster is presented.

ster Family: The monsters are divided by monster family. When you look up monsters in the library or in your log, the families appear in the following order:





















Within each family, the monsters are listed alphabetically.

Monster Name: This is the monster's name. You can give your monster a nickname when you breed one or catch one in the wild, or you can have the game automatically assign one.

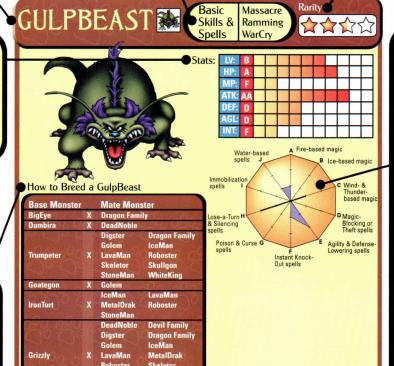
Basic Skills and Spells: These are the spells and skills that the monster learns naturally in the wild. Monsters bred in captivity will learn the skills that their parents and grandparents learned, plus he basic ones listed.

Rarity: This indicates how rare a monster is and is a good indication of its strength and power. After all, the best monsters have a 3 1/2 Star to 4 Star Rarity rating. The scale used here and in the game is from 1/2 Star (the most common) to 4 Stars (the rarest).

tats: To help you decide which monsters to raise and breed, we've graded their basic stats (LV. HP. MP, ATK, DEF, AGL, and INT) from F- (slowest growth rate) to S (fastest growth rate): LV refers to the rate at which a monster levels up. Most of the super-powerful monsters level up very slowly.

low to Breed: These tables give you the information you'll need to breed each monster. Some of the recipes are pretty simple, and others require that you choose from a range of monsters. The first monster listed in the equation (the Base Monster) sets the pedigree. You must choose this monster first when asked by the Professor Monster. Be aware that there are some monsters that you cannot create through breeding!

WildAp

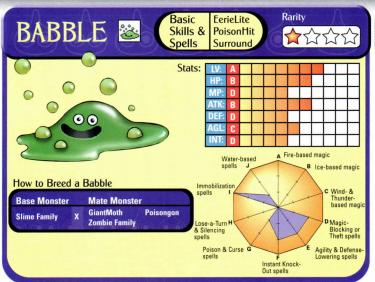


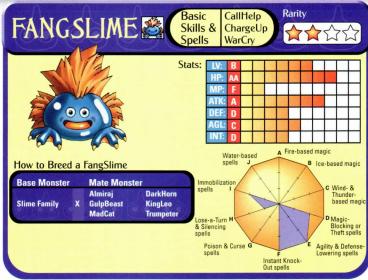
Resistances: This circular graph shows the monster's resistance to various battle skills. The degrees of resistance are shown by the marks on the spokes of the circle. The marks should be read as follows: (3) = Invulnerable; (2) = Strong resistance;

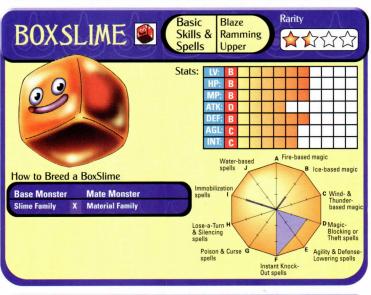
- (1) = Normal resistance; (0) = Weak
- resistance. The closer the shaded area is to the center of the circle, the more vulnerable the monster is to that type of magic. The lettered spokes represent the following types of magic spells/skills:
- Bang, Blaze, Firebal, FireSlash, and BigBang (Fire-based magic)
- IceBolt, IceSlash, and FrigidAir (Ice-based magic)
- Bolt, BoltSlash, Lightning, Hellblast, Infernos, VacuSlash, MultiCut, and WindBeast (Wind- and Thunderbased magic)
- RobMagic, RobDance, OddDance, and StopSpell (Magic-Blocking or Theft spells)
- Sap, SickLick, and Slow (Agility- and Defense-Lowering spells)
- Beat, K.O.Dance, EerieLite, UltraDown, Ramming, Kamikaze, and Sacrifice (Instant Knock-Out spells)
- Curse, PoisonHit, and PoisonGas (Poison and Curse spells)
- Ahhh, LureDance, LushLicks, LegSweep, WarCry, DanceShut, and MouthShut (Lose-a-Turn and Silencing spells)
- PanicAll, PanicDance, Paralyze, PalsyAir, Sleep, SleepAir, NapAttack, SandStorm, Radiant, and Surround (Immobilization spells)
- Watershot and Geyser (Water-based spells)

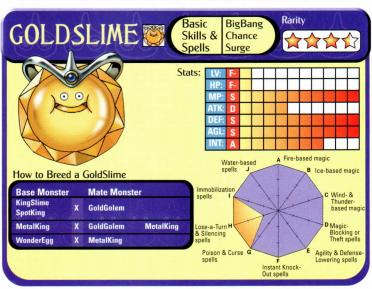


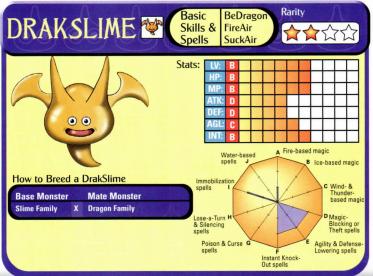
## SLIME FAMILY

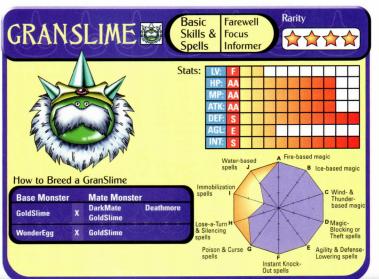




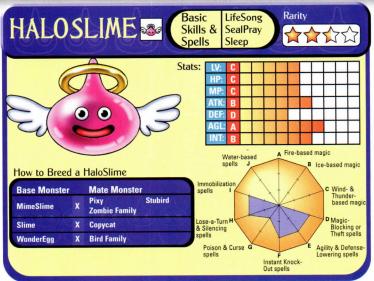


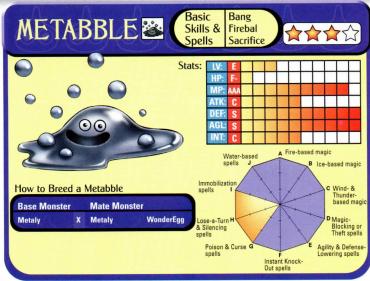


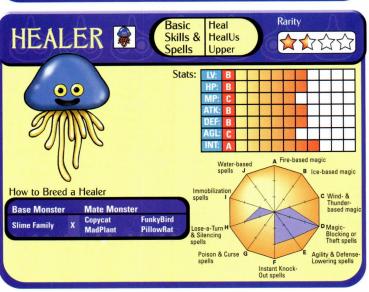


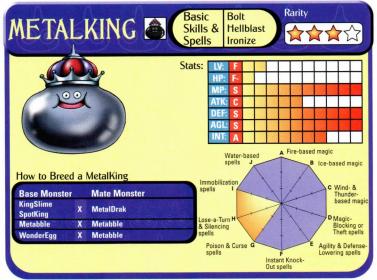




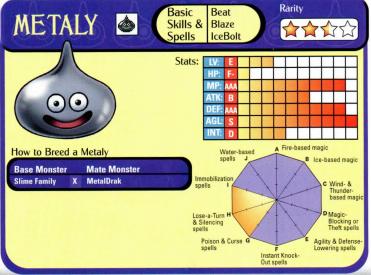




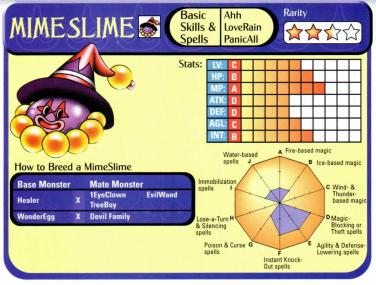


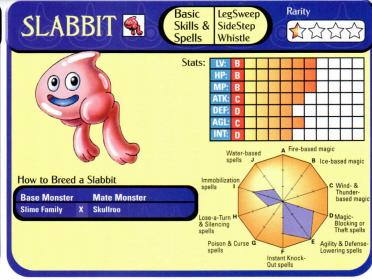


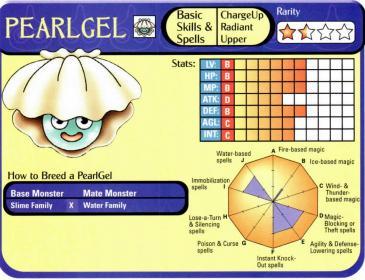


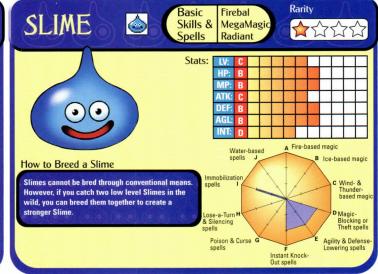


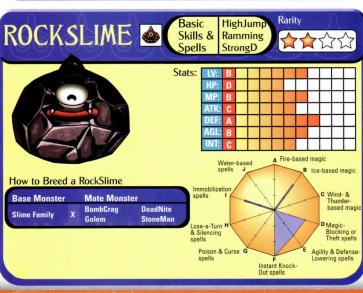


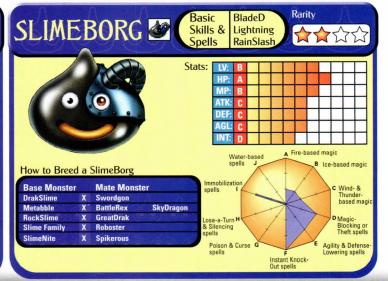




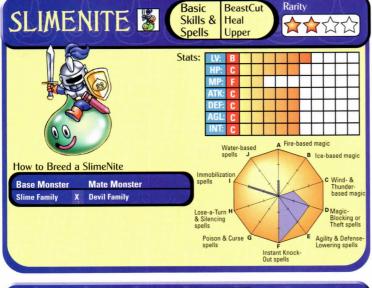


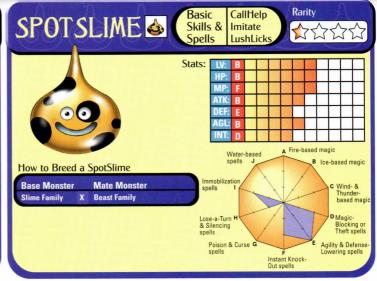


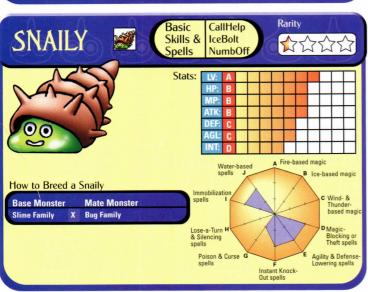


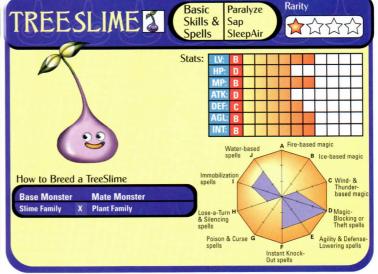


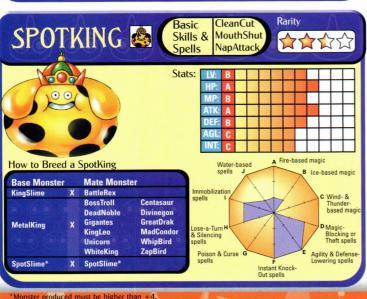


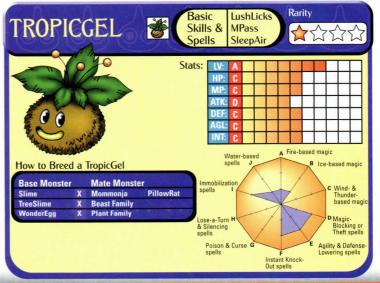






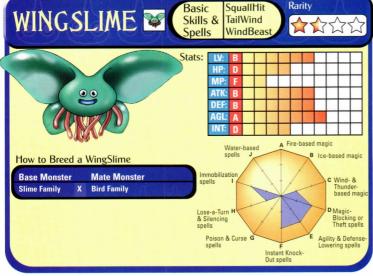


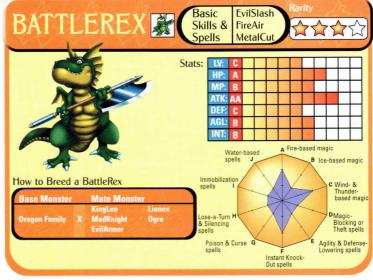


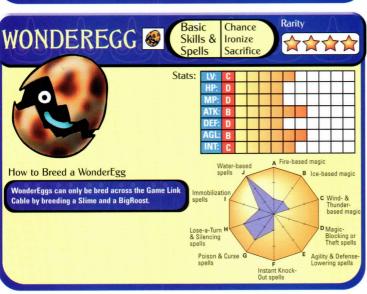


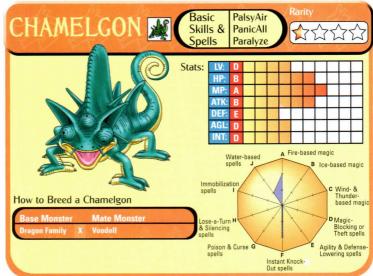


## DRAGON FAMILY

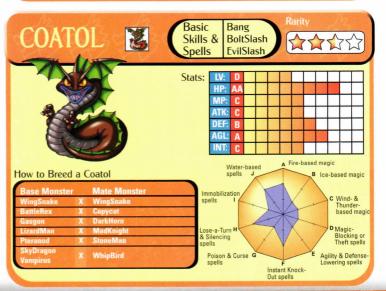






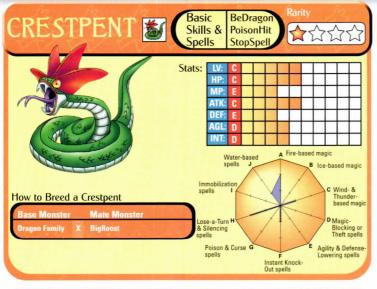




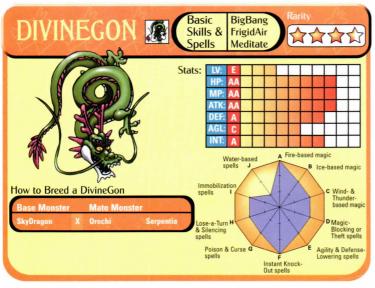




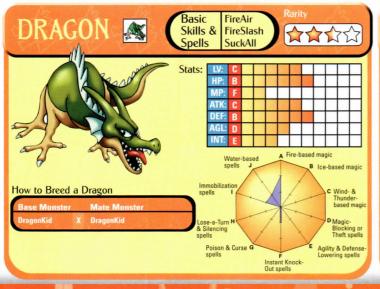


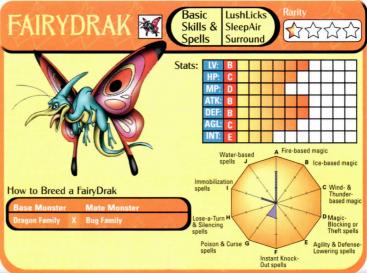




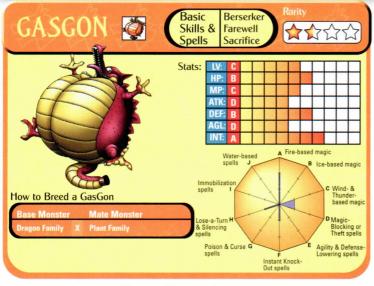


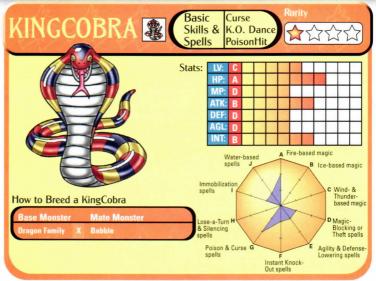


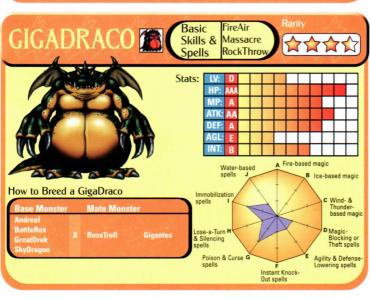


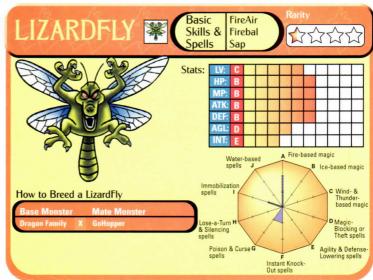


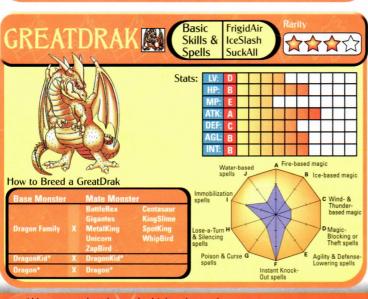


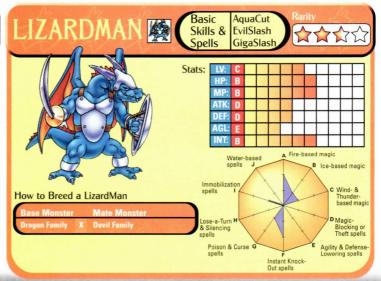




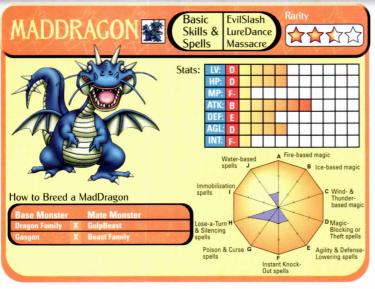


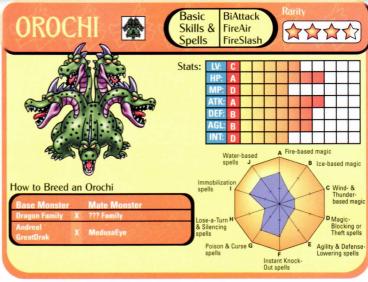


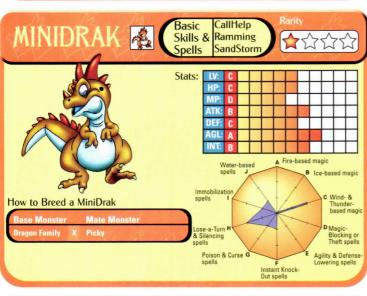


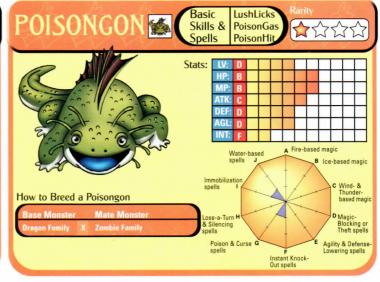


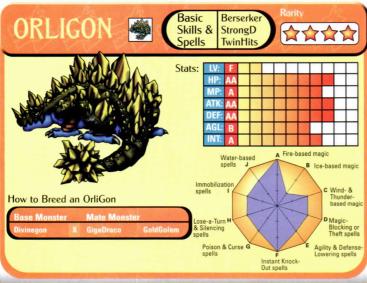


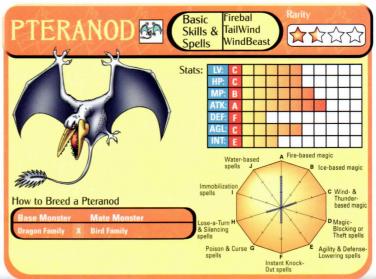




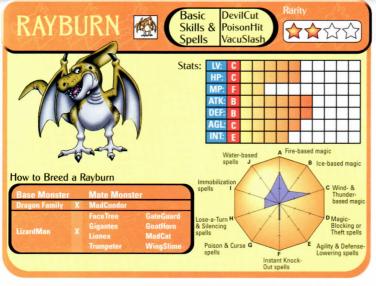


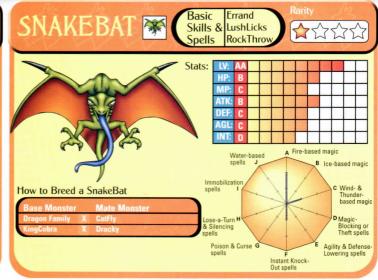


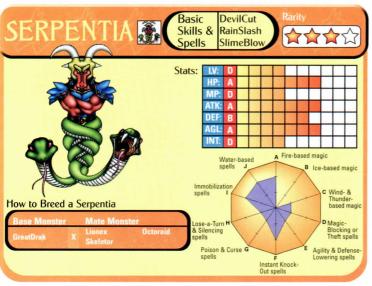


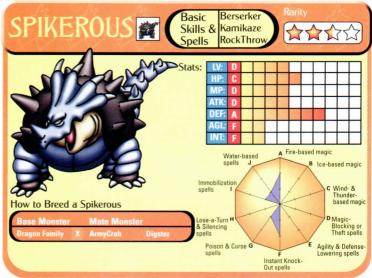




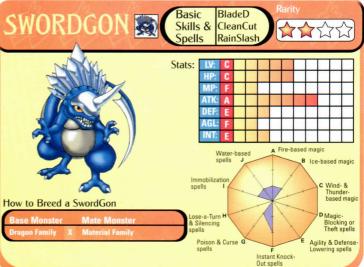








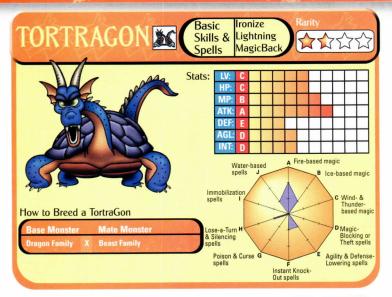


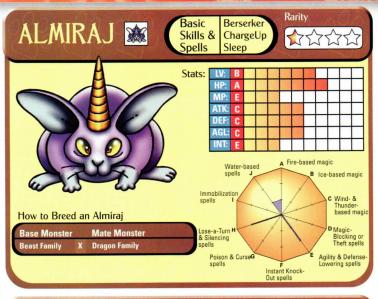


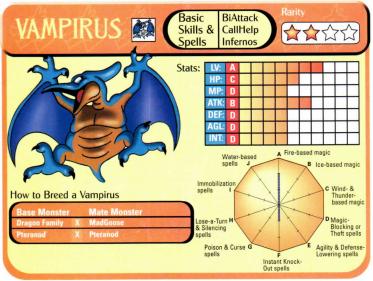
### BEAST FAMILY

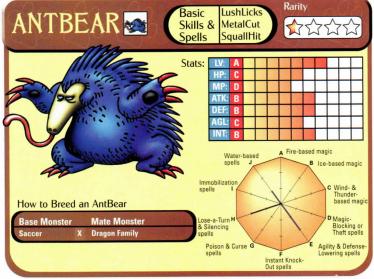


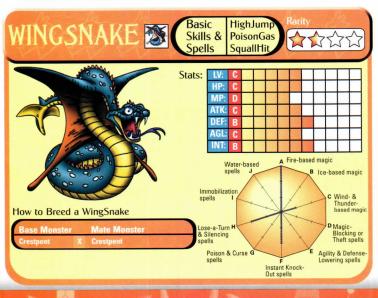


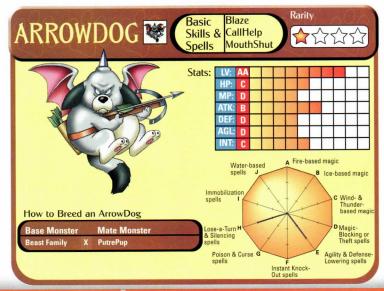




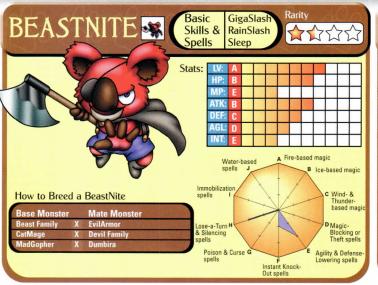


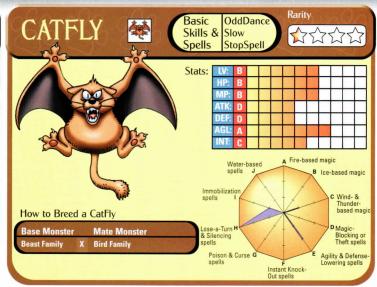


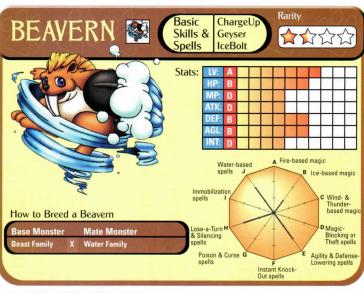


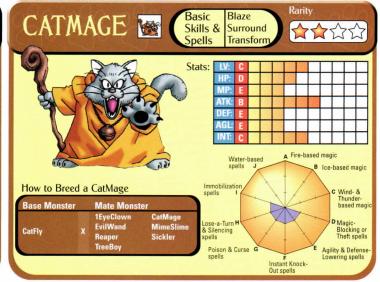








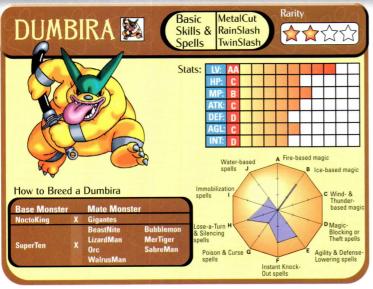


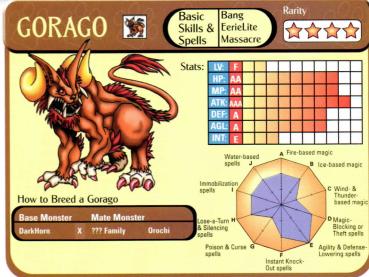


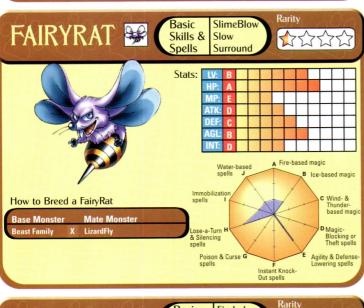


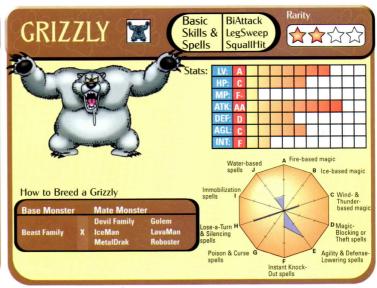




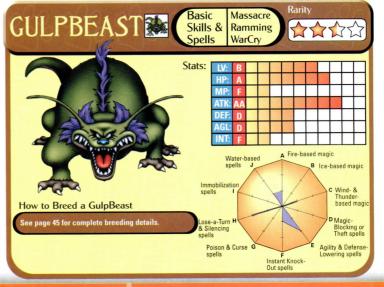




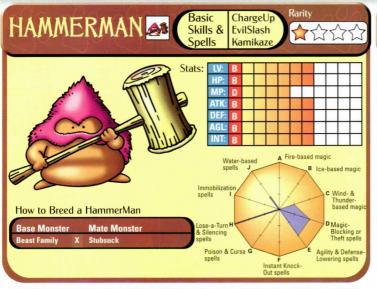


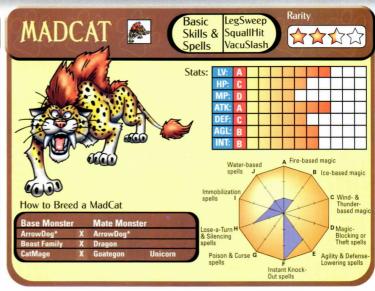


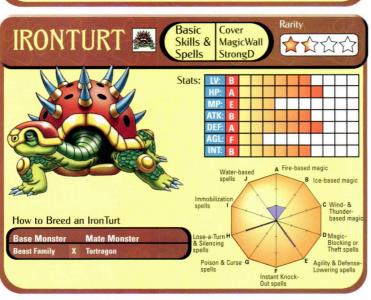


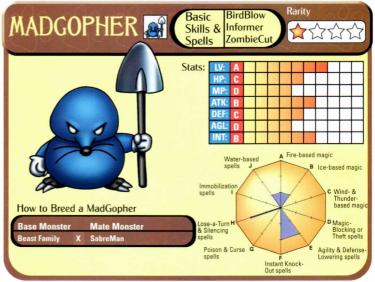




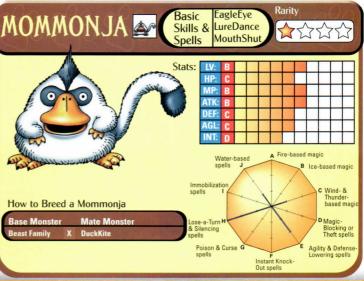




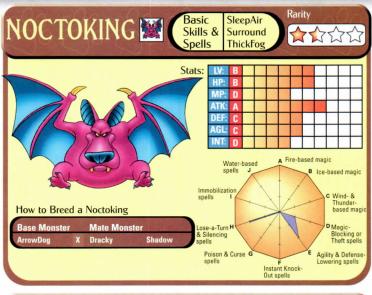


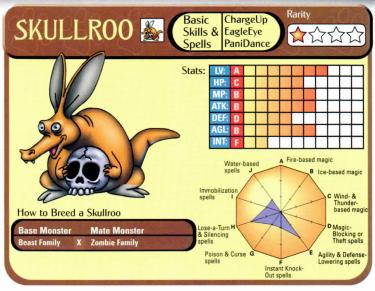


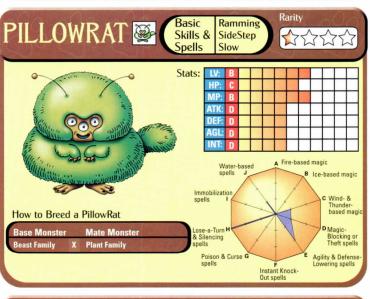


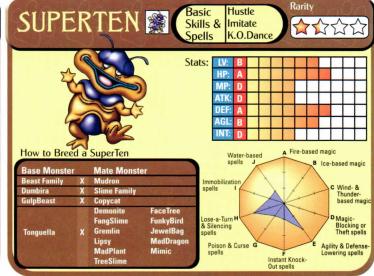


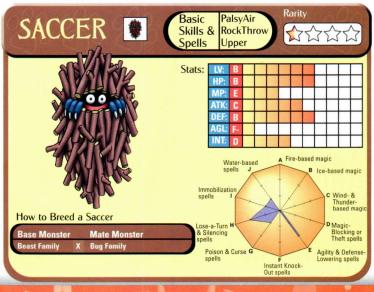








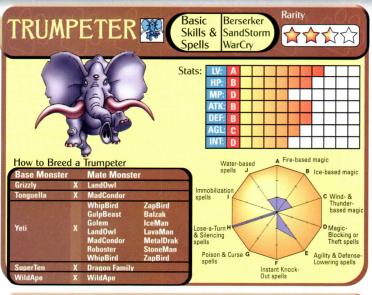


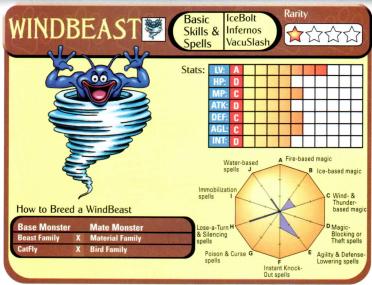


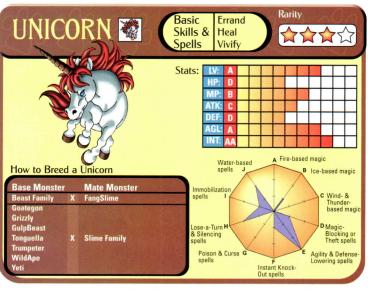


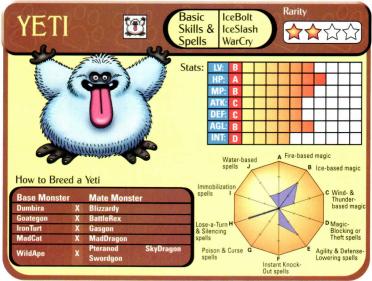


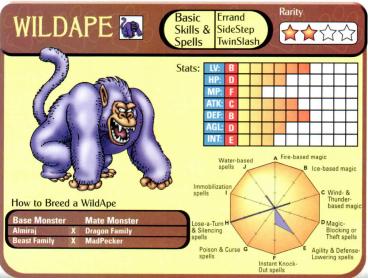
## BIRD FAMILY

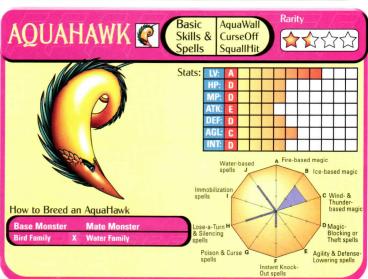




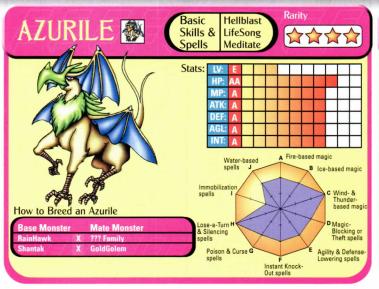


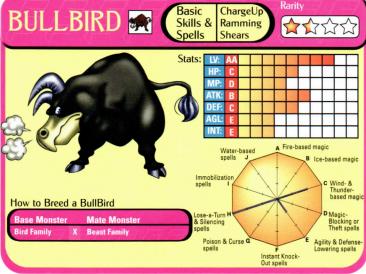


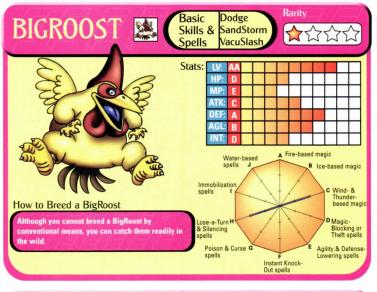


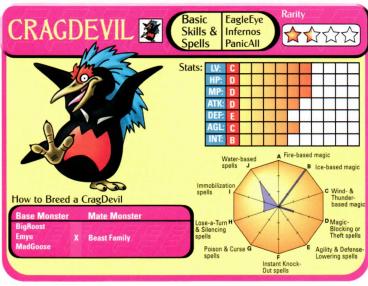


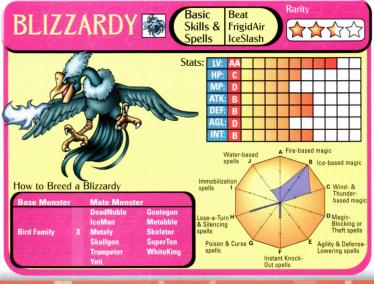


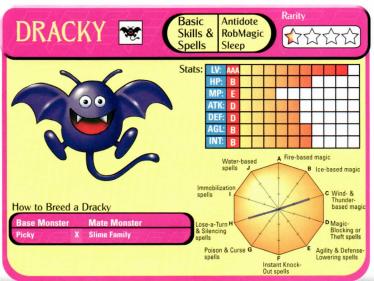




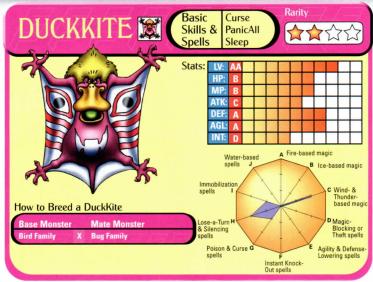




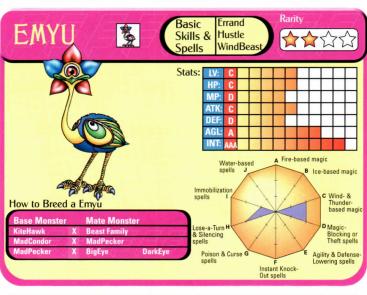


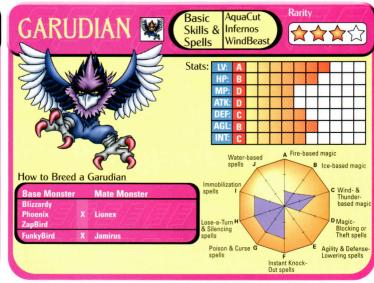


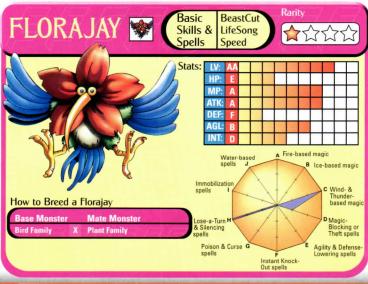


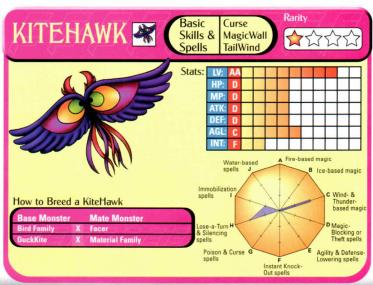




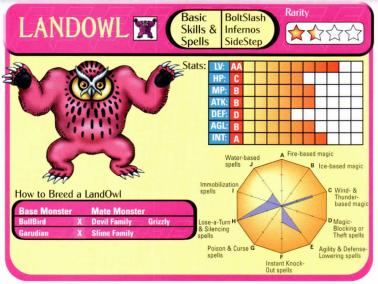


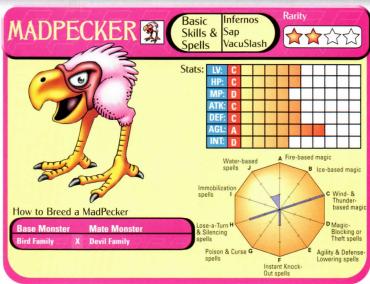


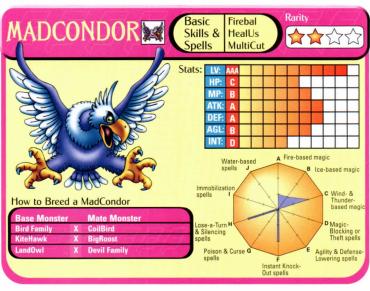


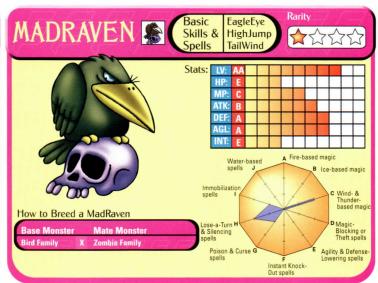


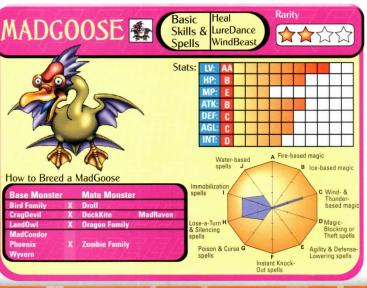


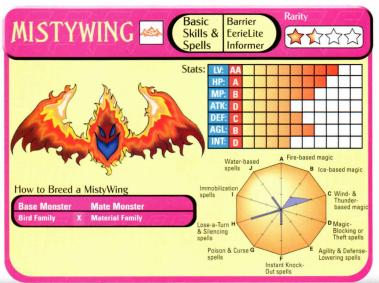




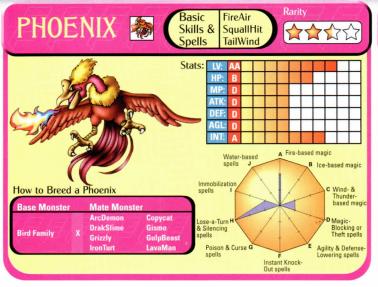


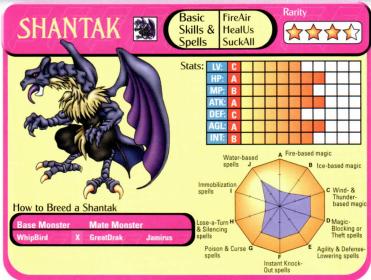


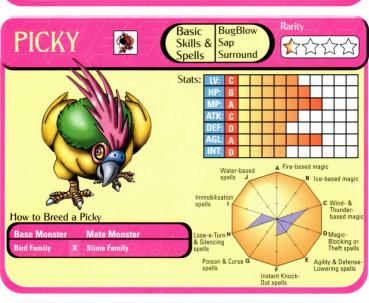


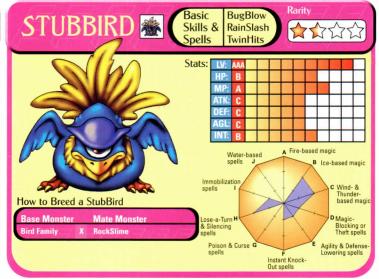


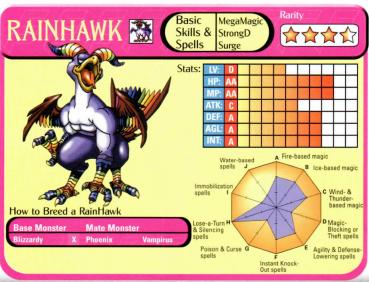


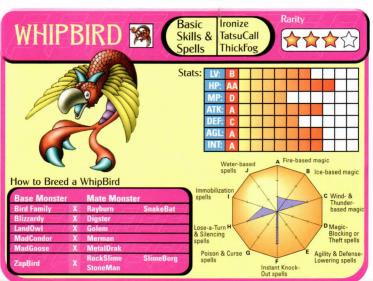






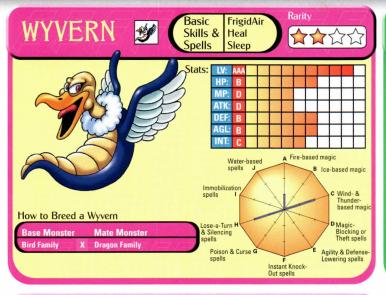


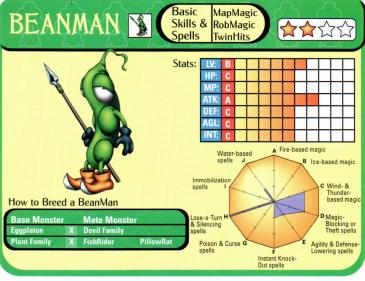


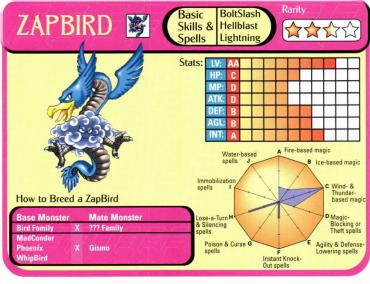


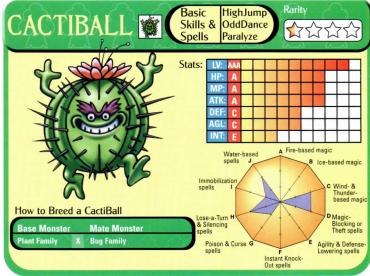
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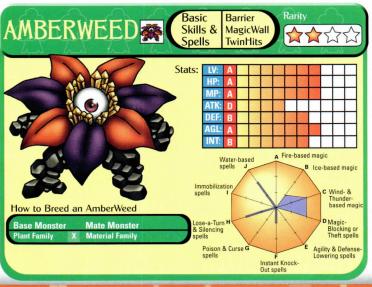


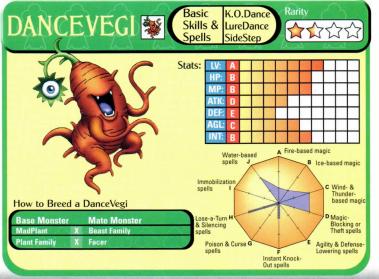




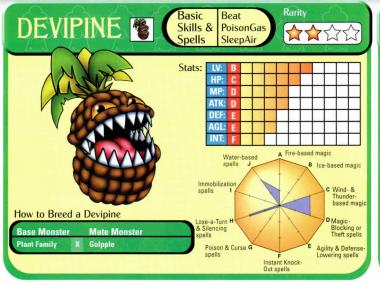


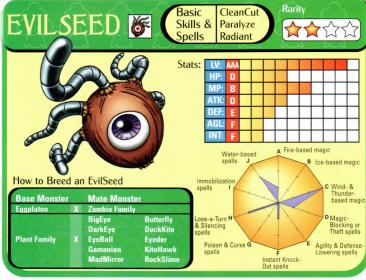


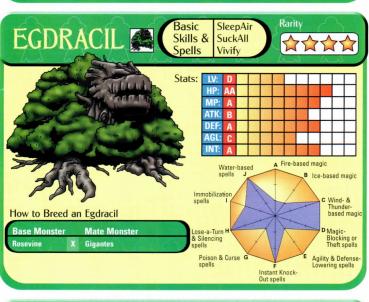


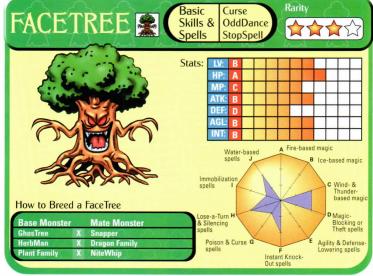


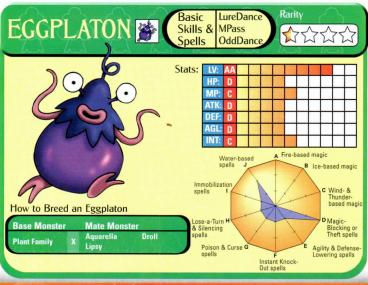


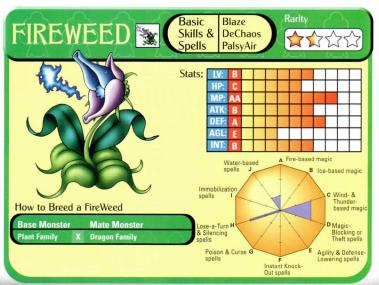




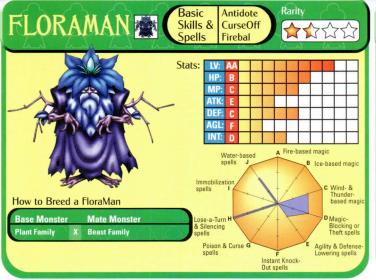


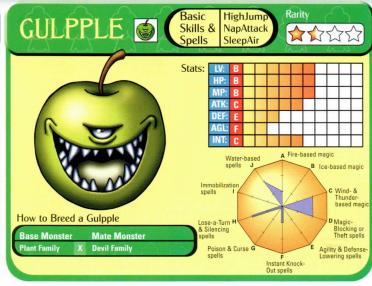


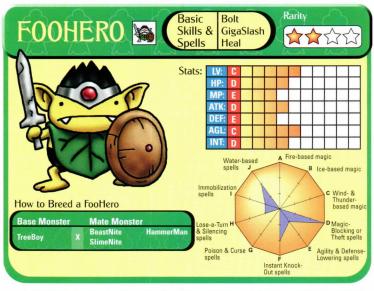


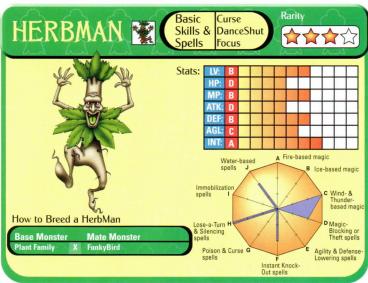


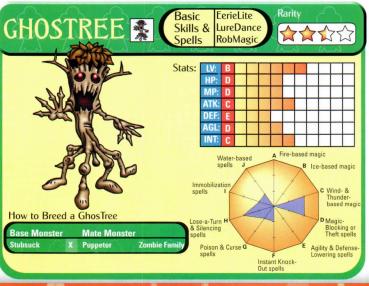


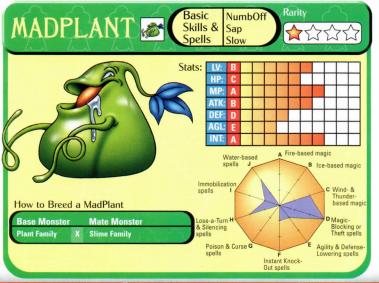




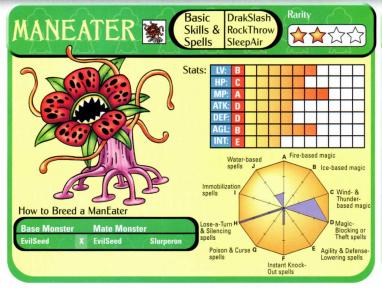


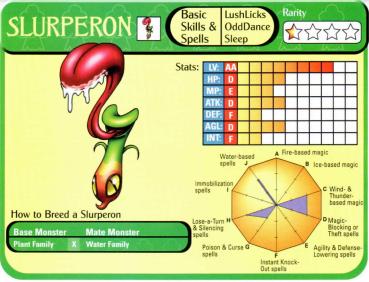


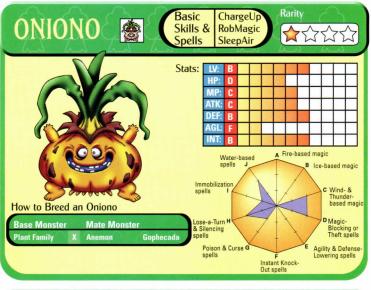


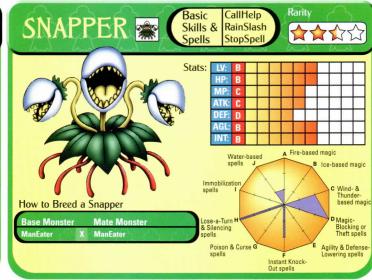


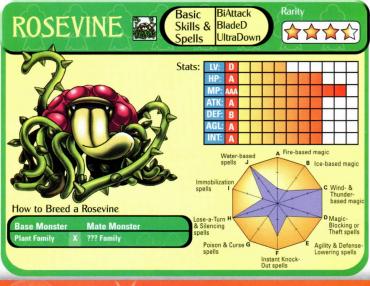


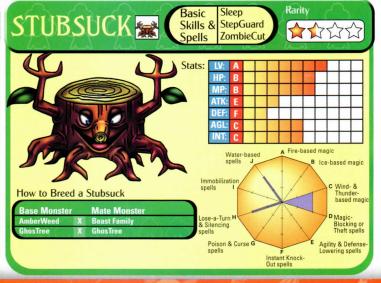






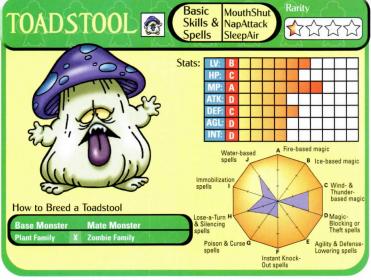


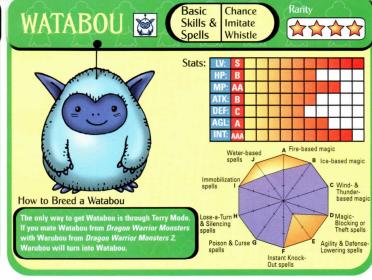


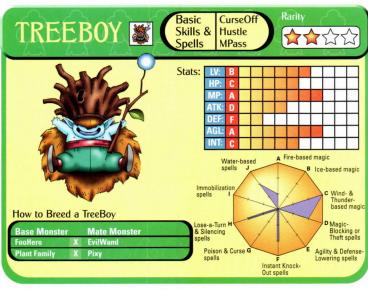


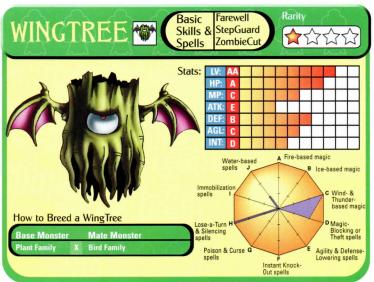
## **BUG FAMILY**

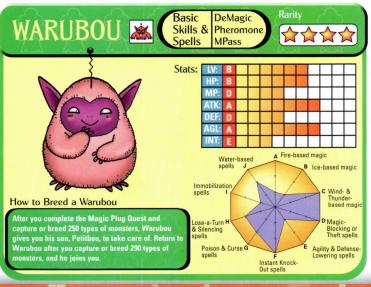


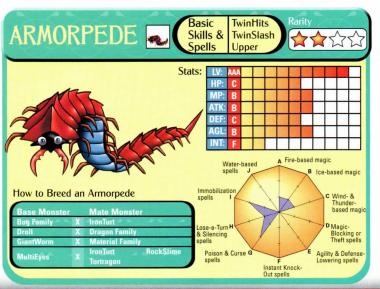




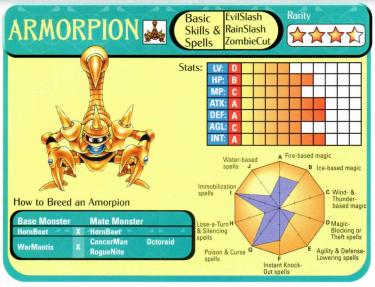


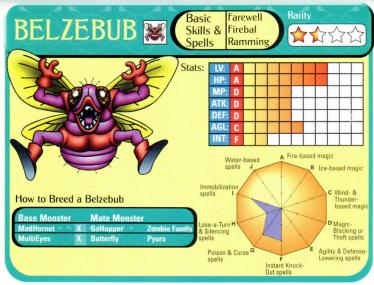


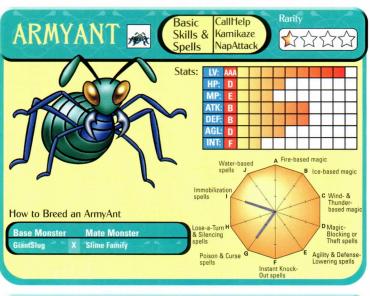


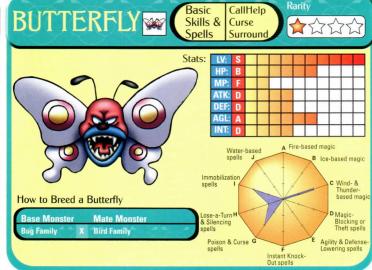


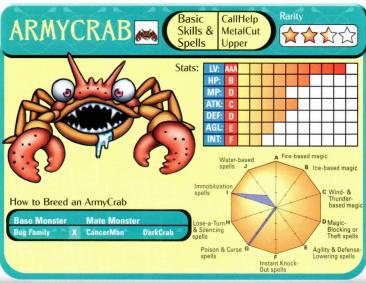


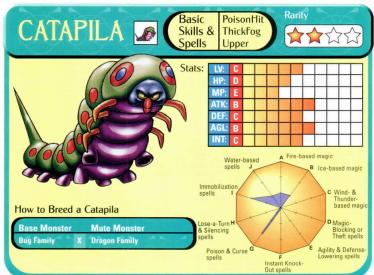




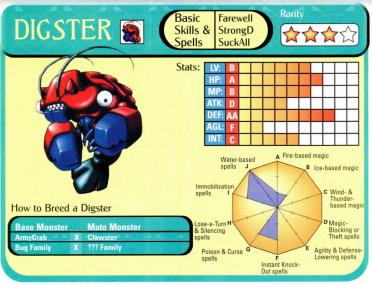


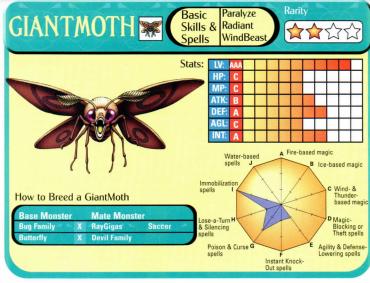


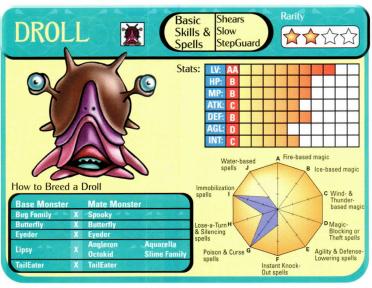


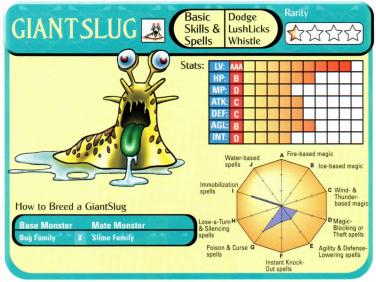


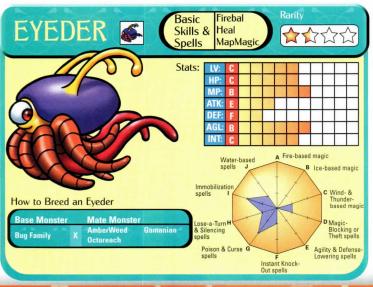


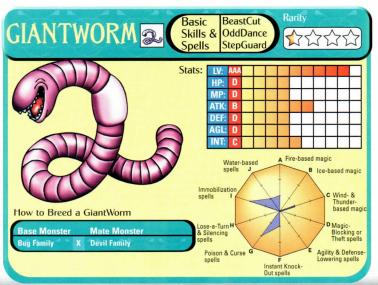




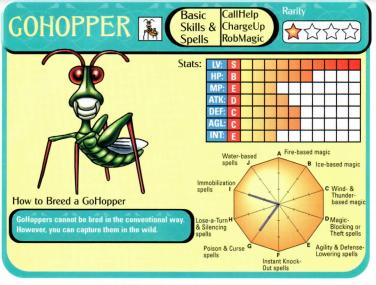


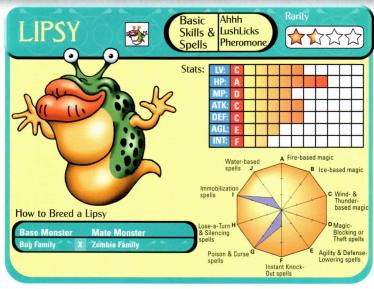


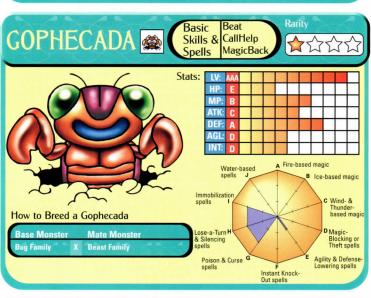


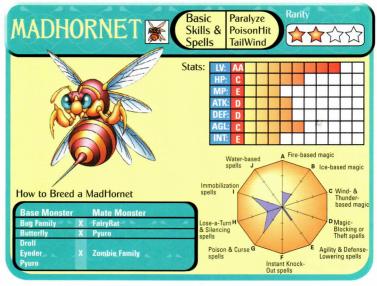


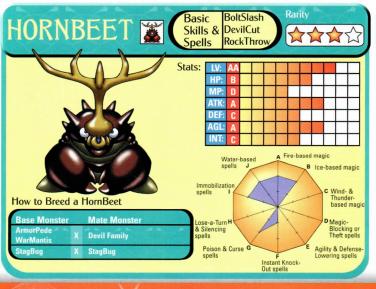


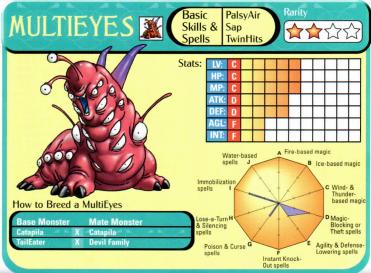




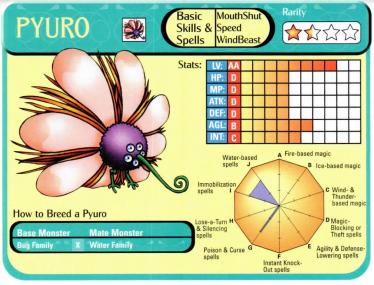


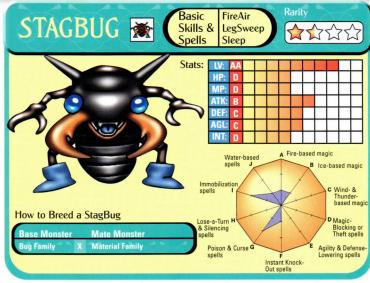


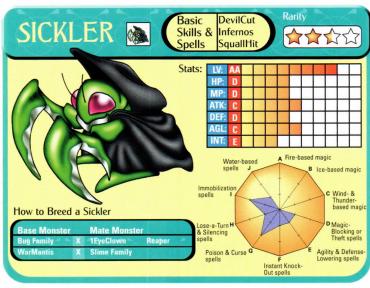


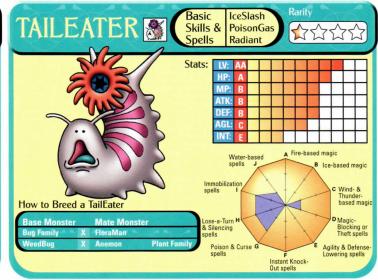


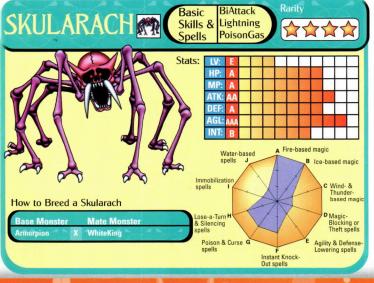


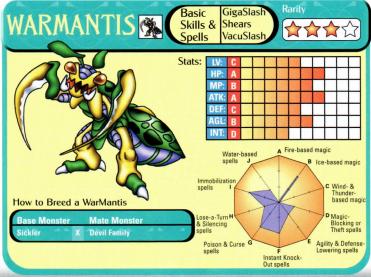






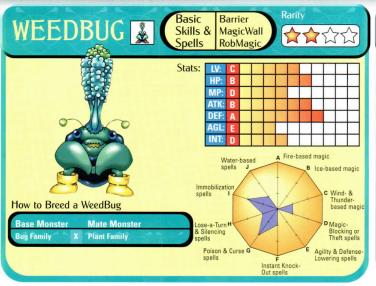


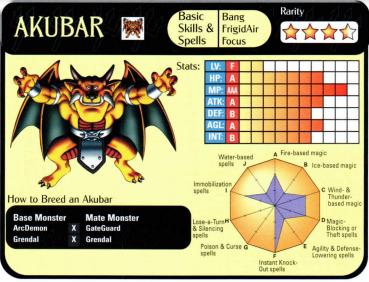


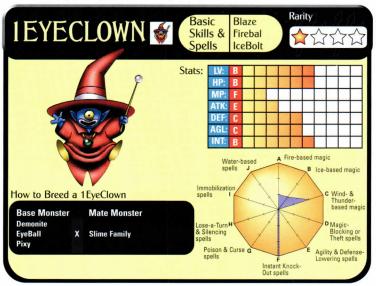


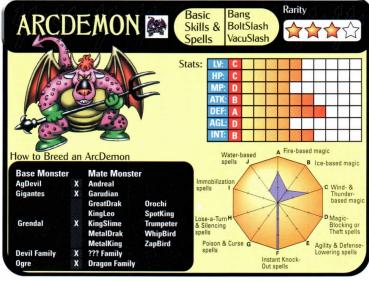


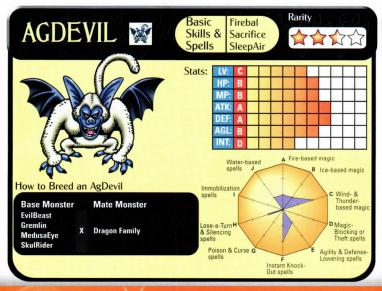
## DEVIL FAMILY

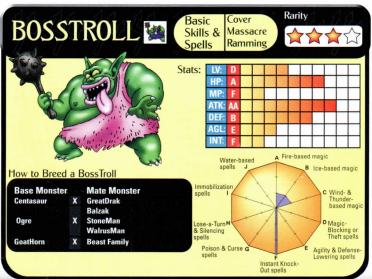




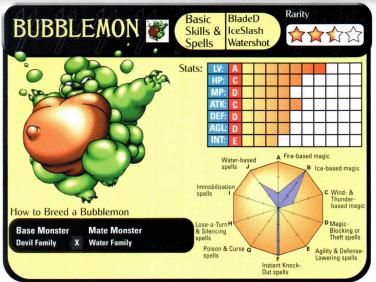


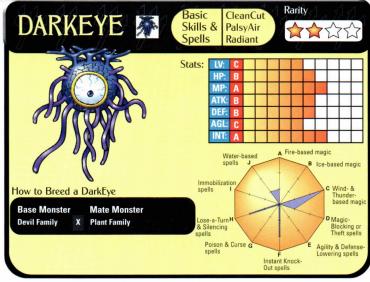


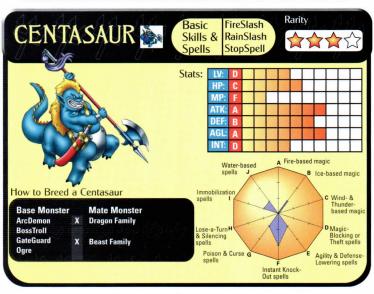


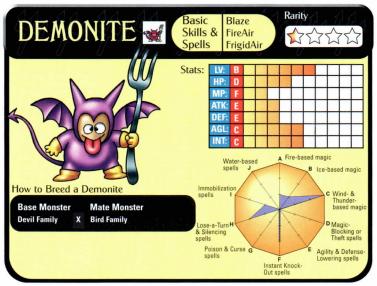


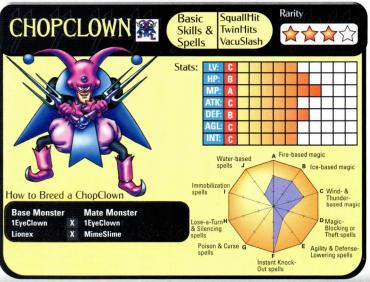


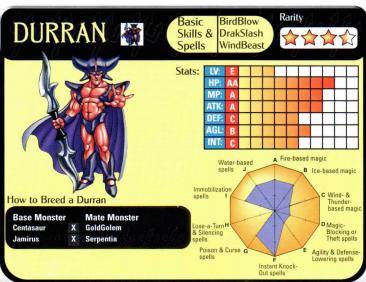




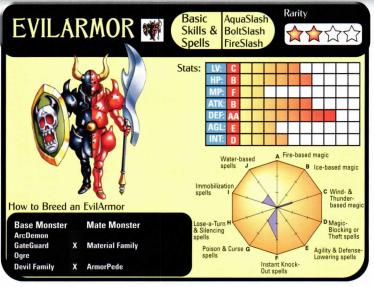


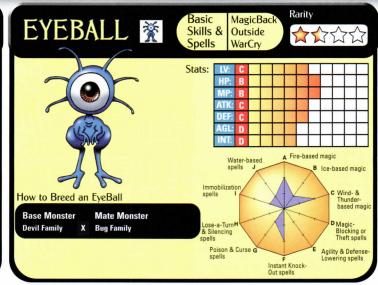


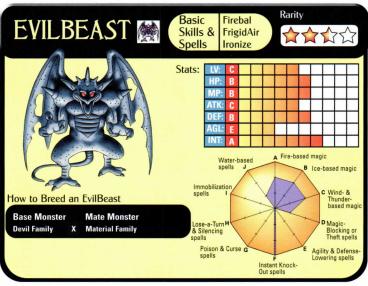


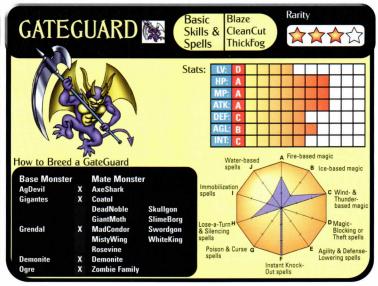


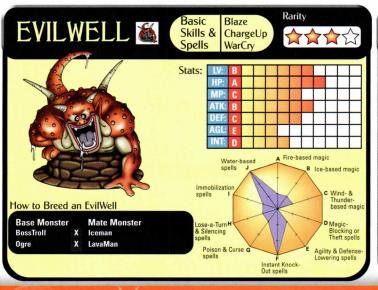


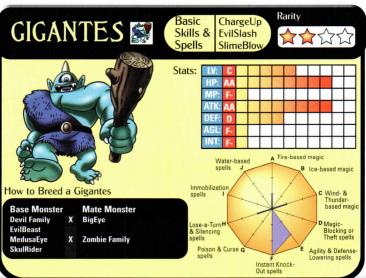




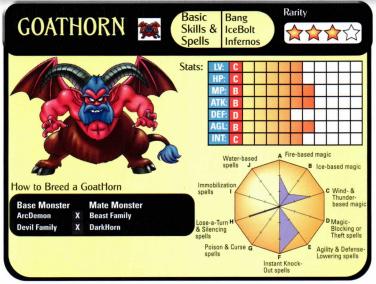


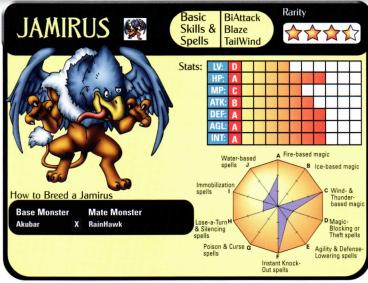


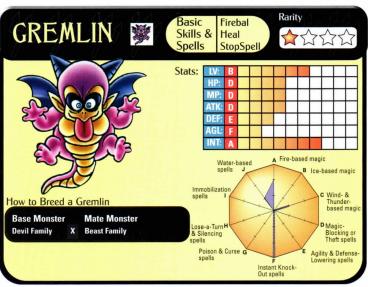


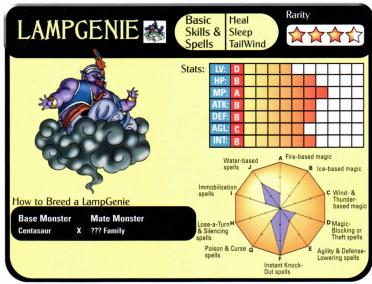


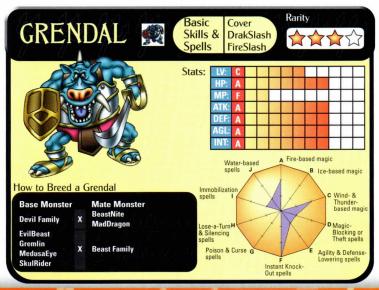


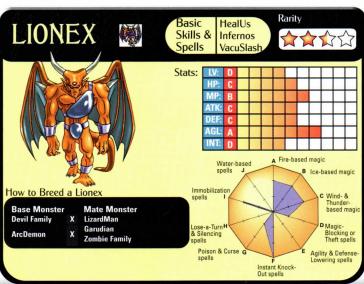




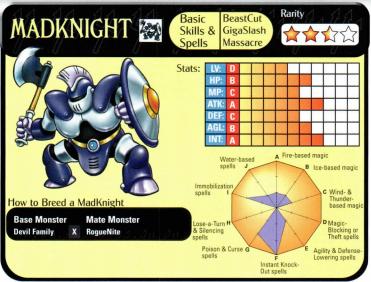


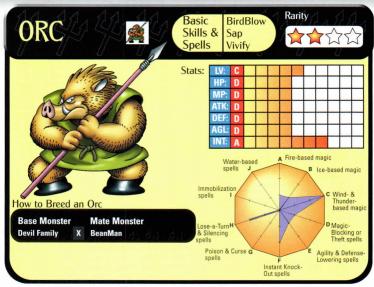


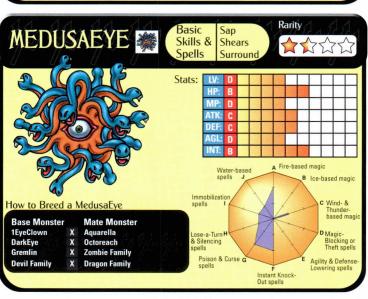


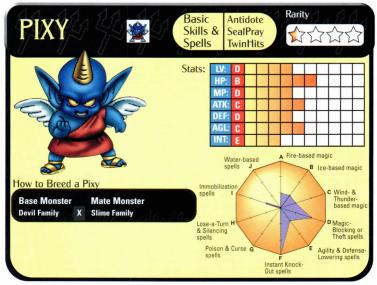


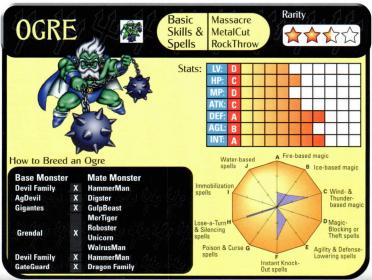


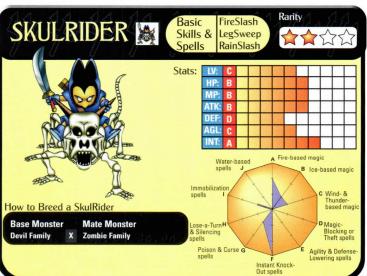






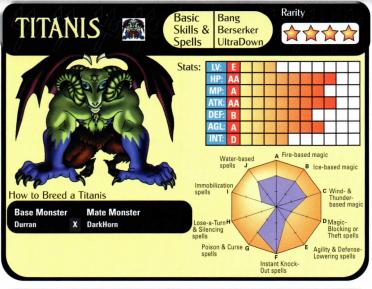


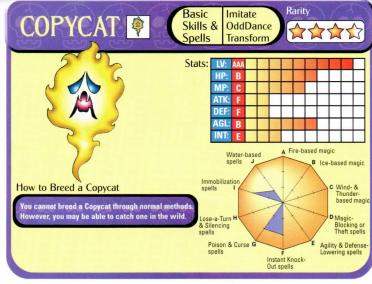


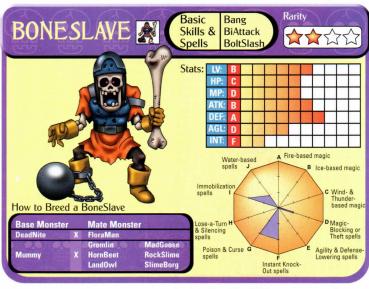


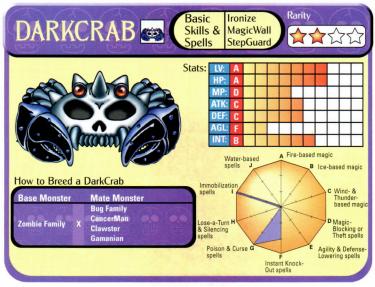
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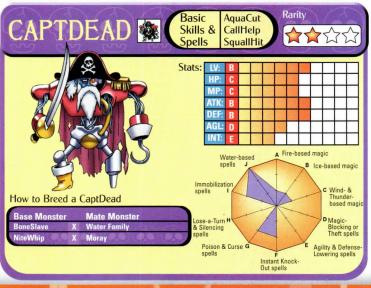


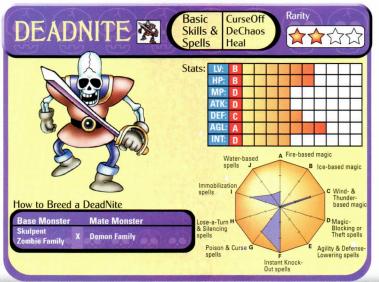




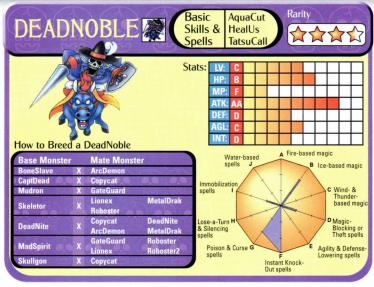


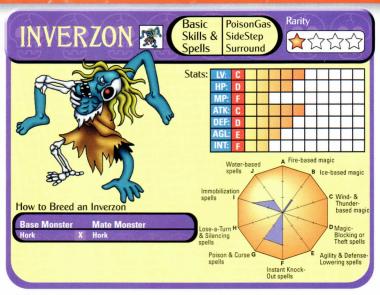


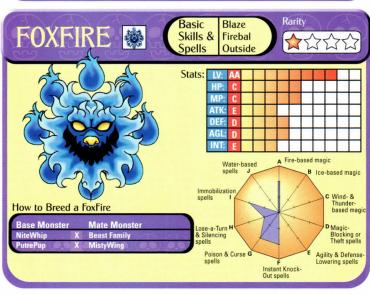


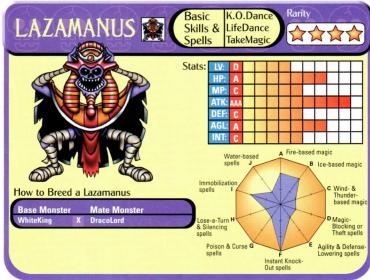


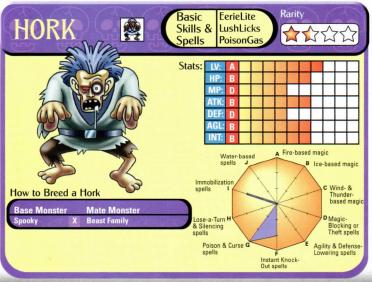


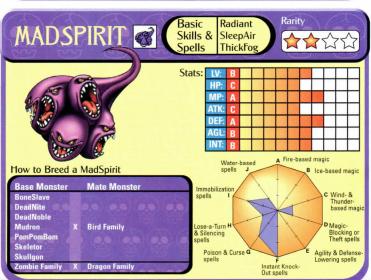




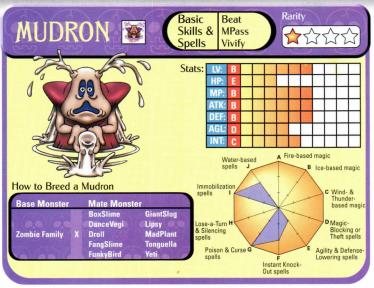


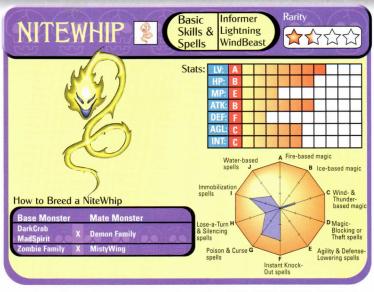


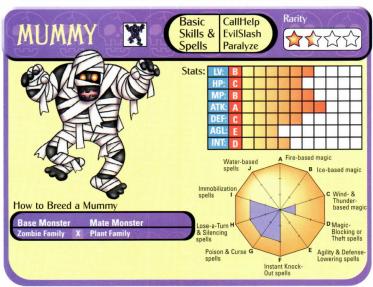


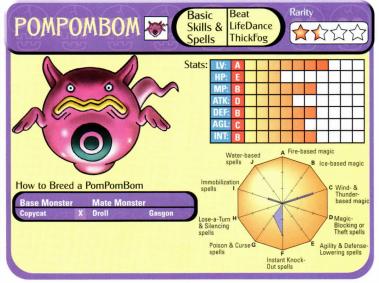


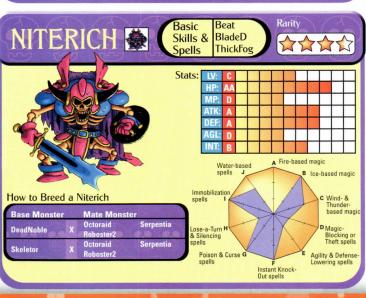


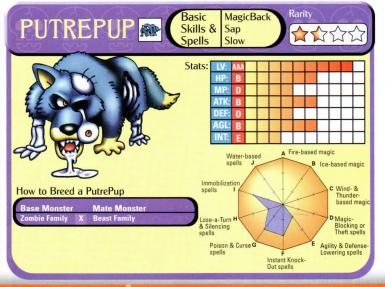




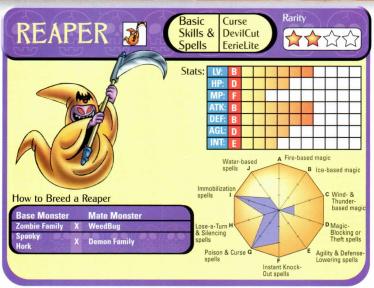


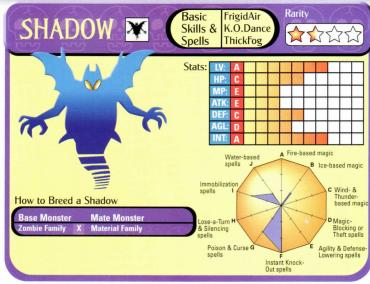


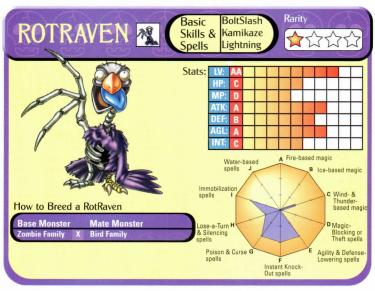


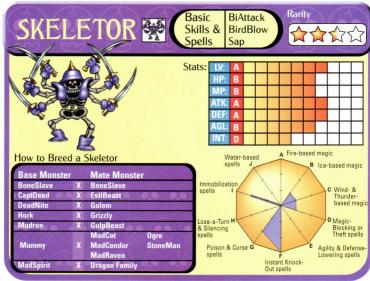


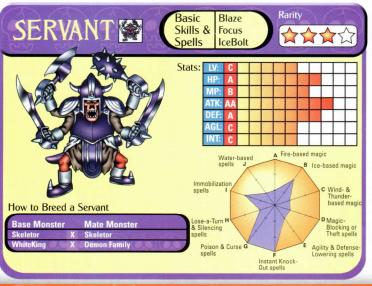


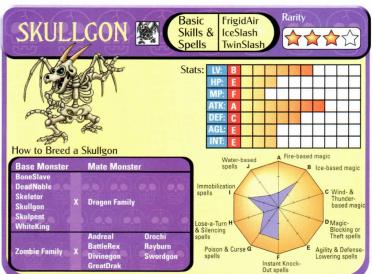








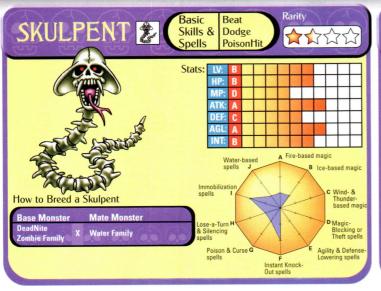


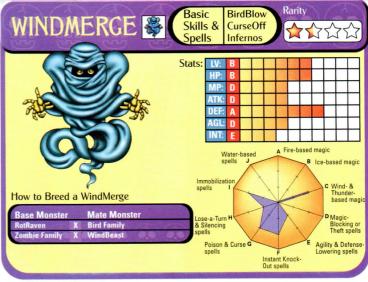


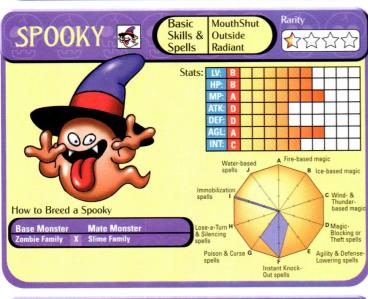
## MATERIAL FAMILY

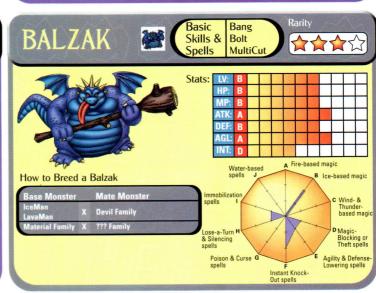


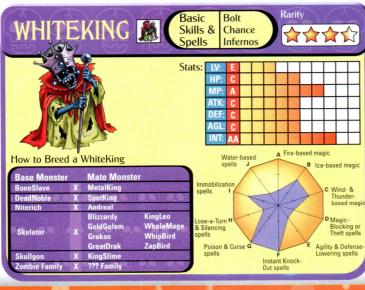






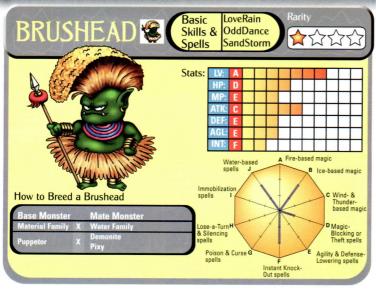


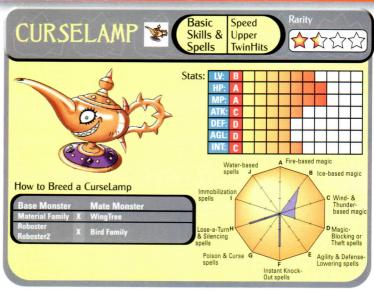


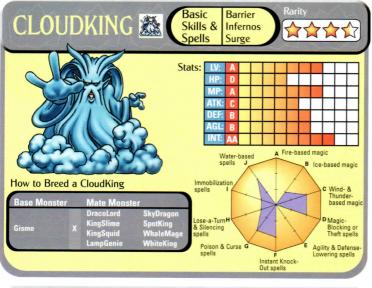


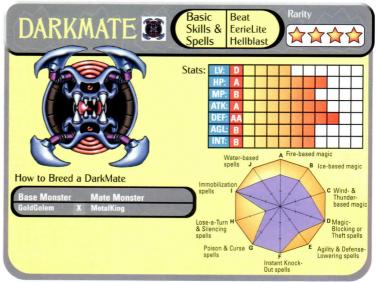


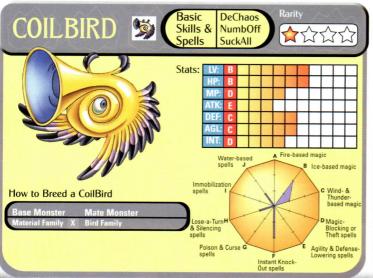


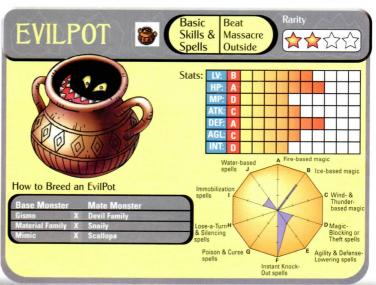




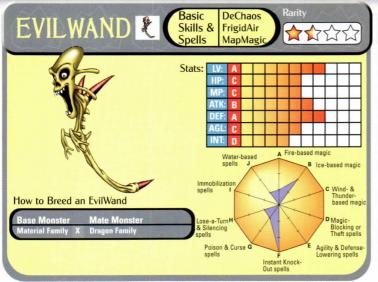


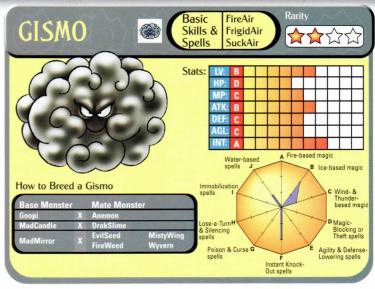


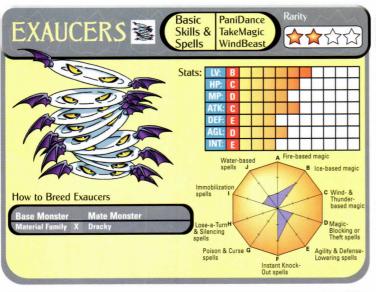


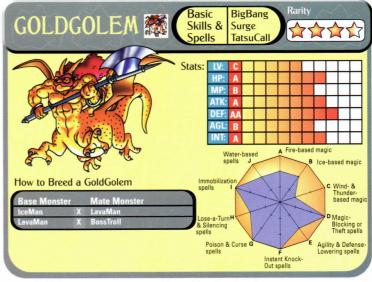


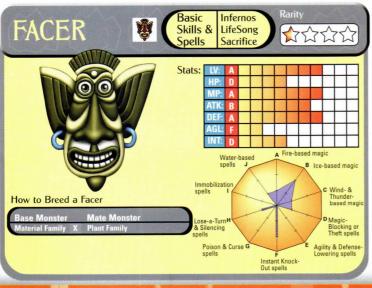


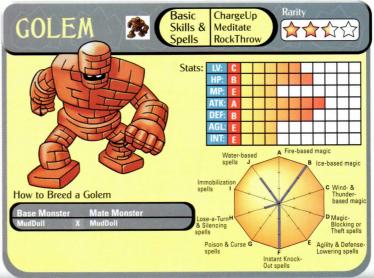




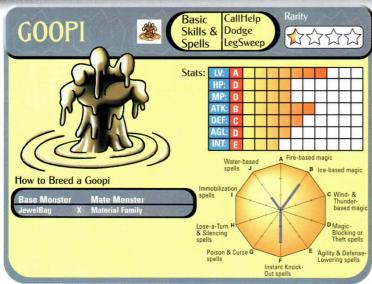


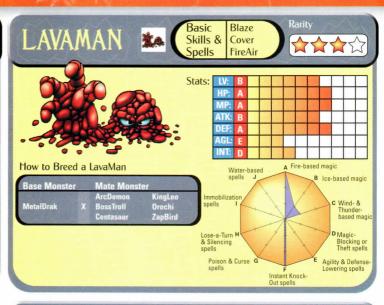


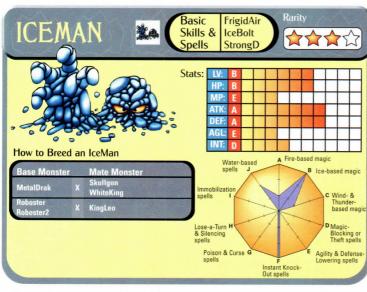


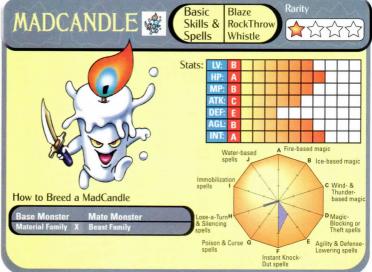


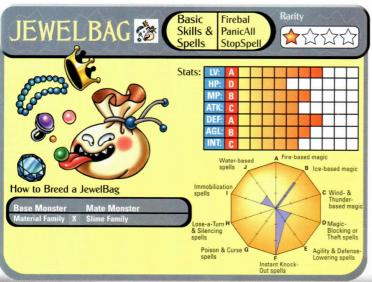






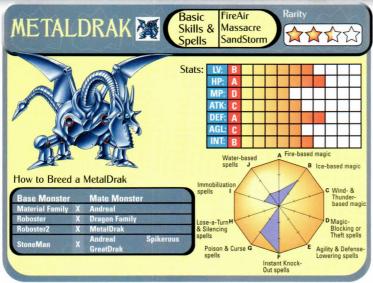


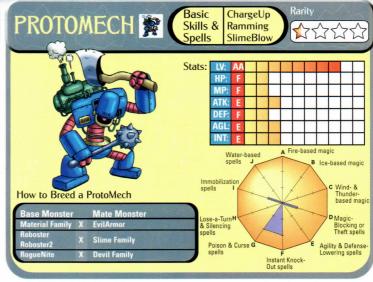


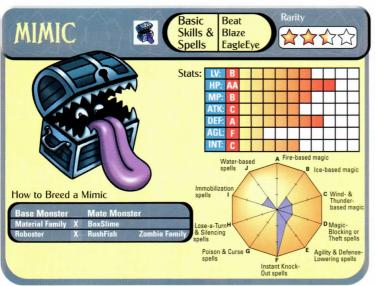


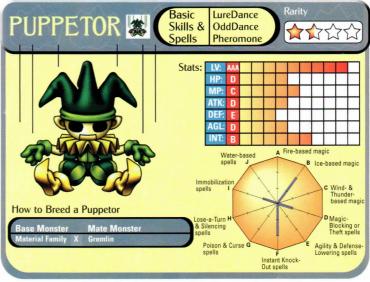


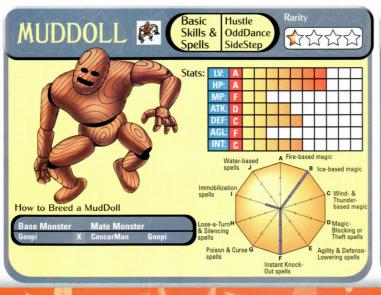


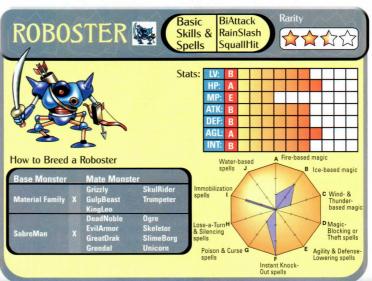




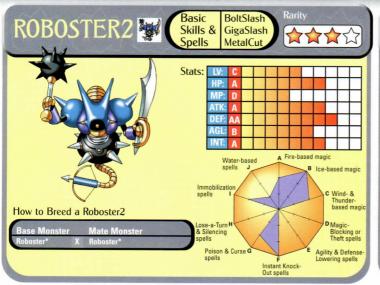


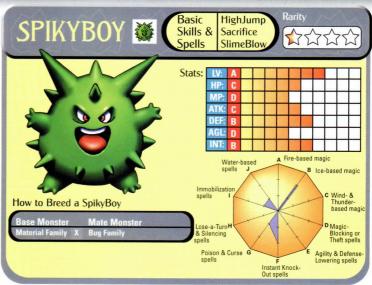


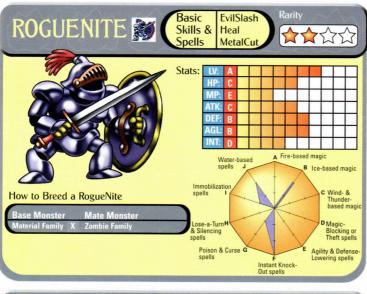


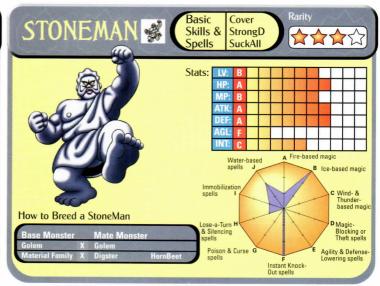


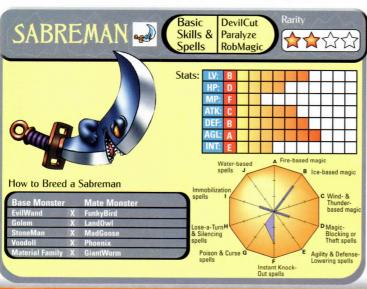


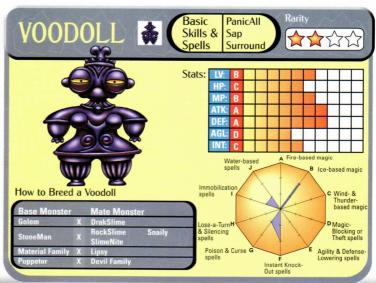






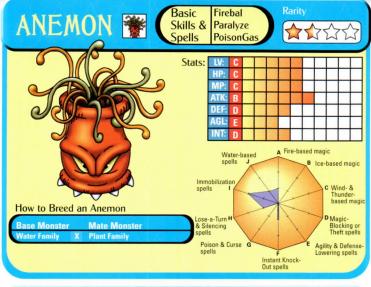


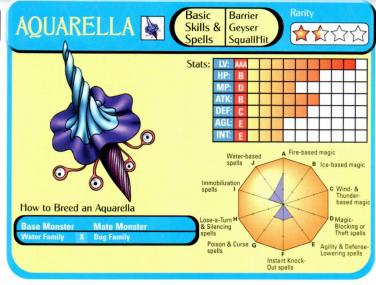


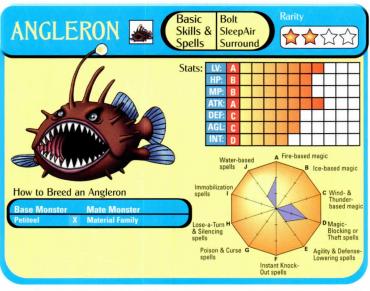


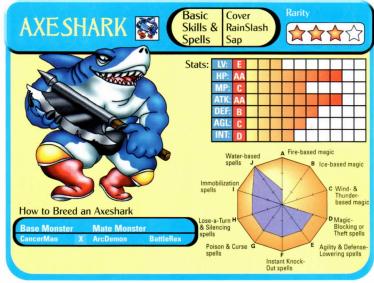
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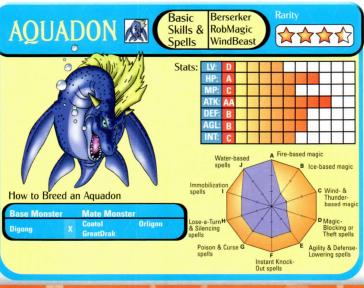


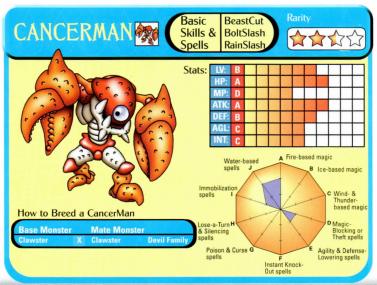




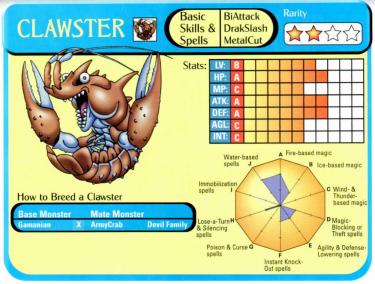


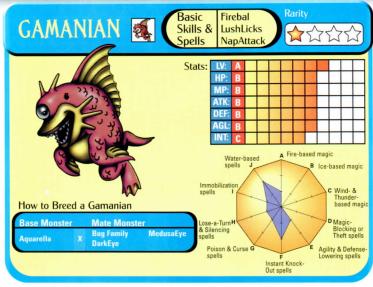


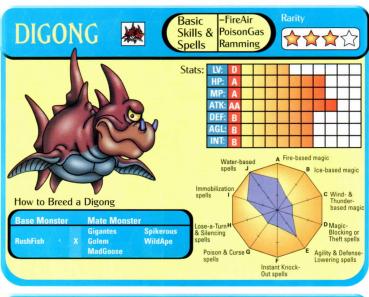


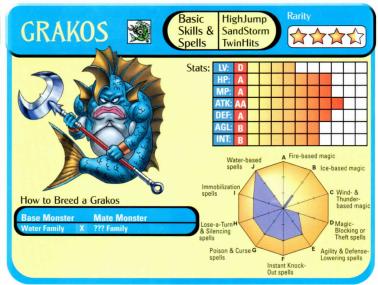


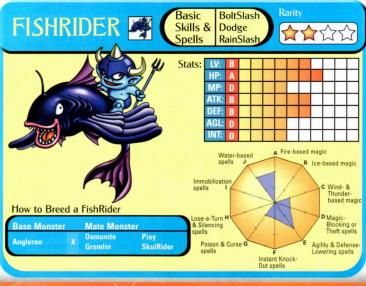


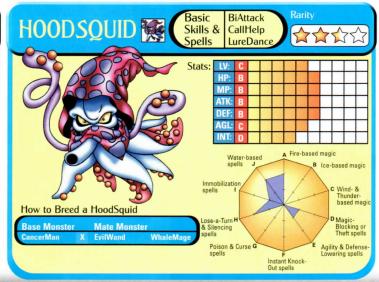




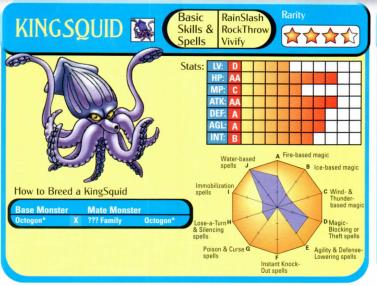


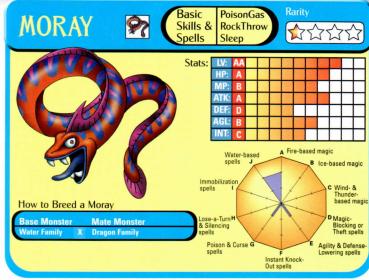


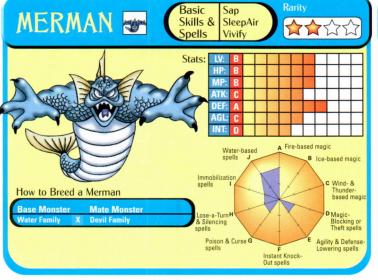


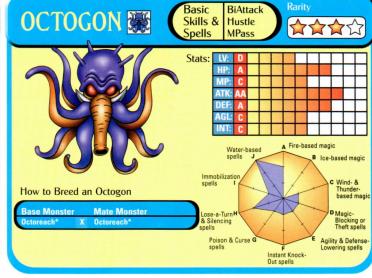


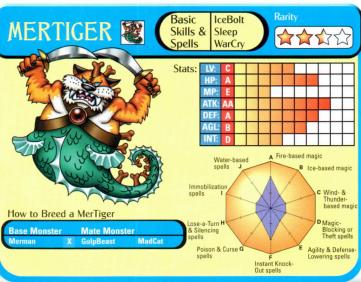


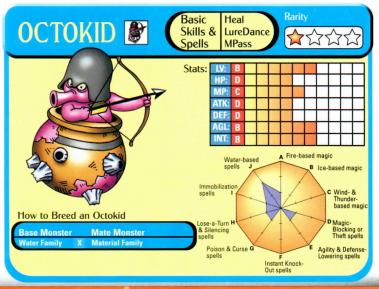






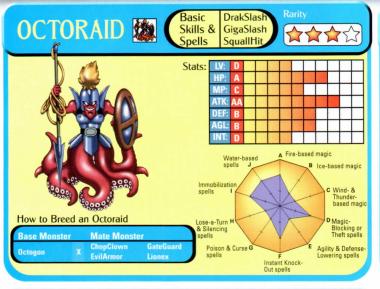


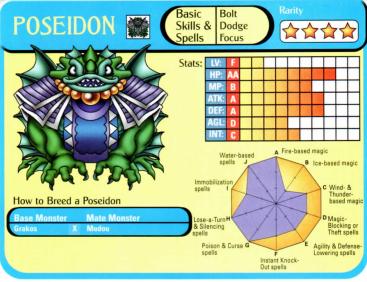


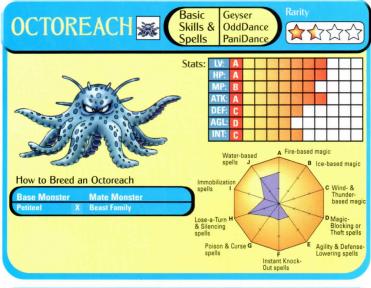


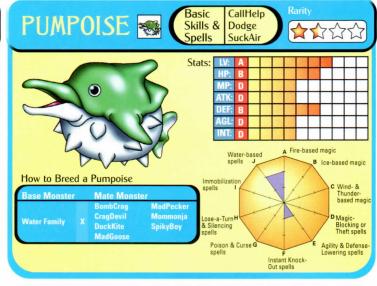
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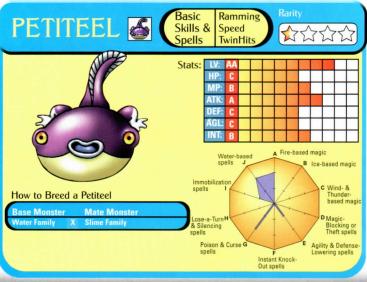


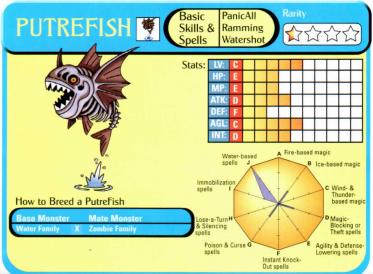






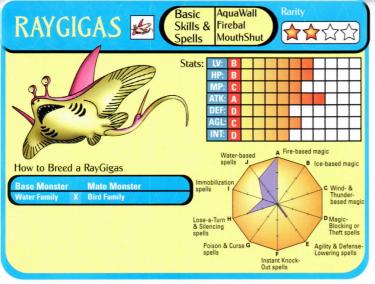


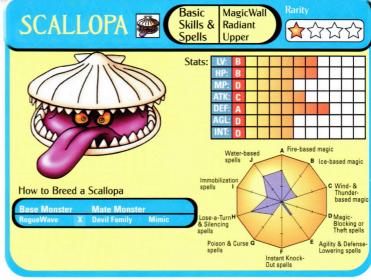


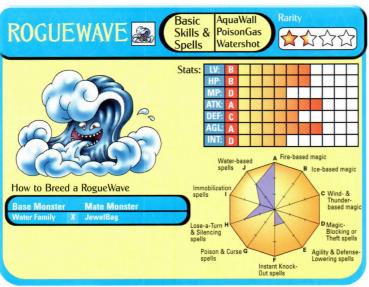


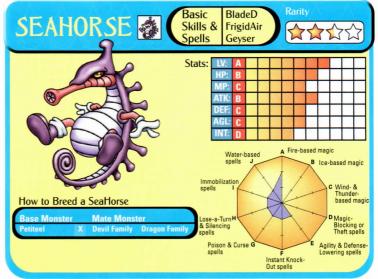
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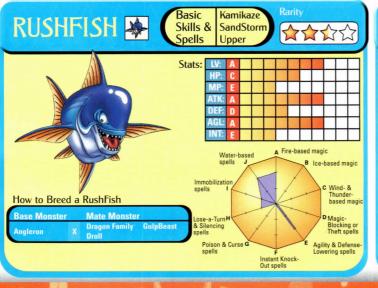


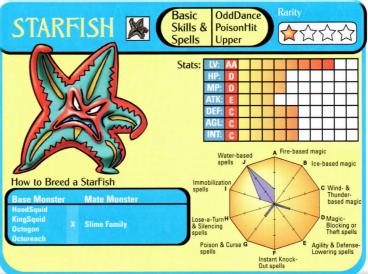






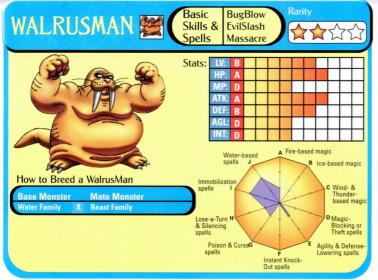


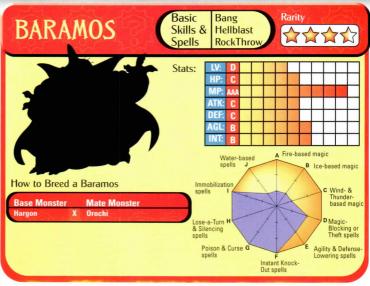


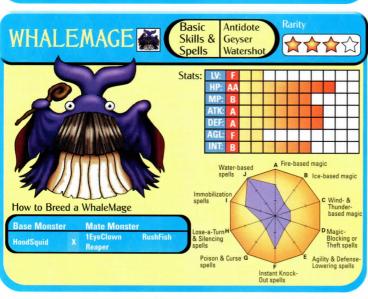


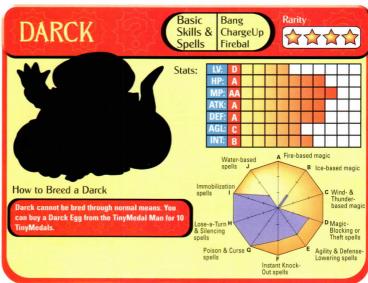


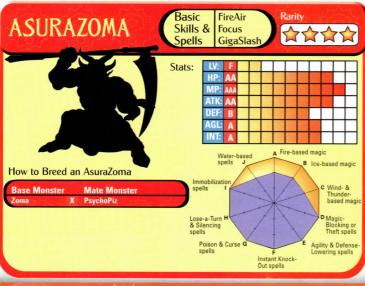
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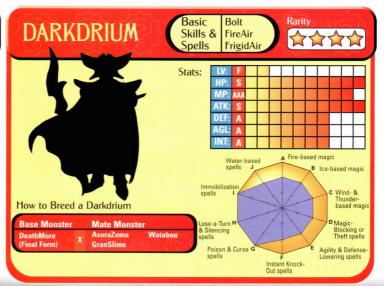




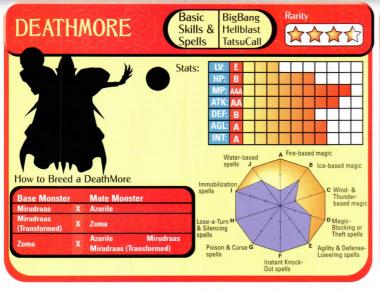


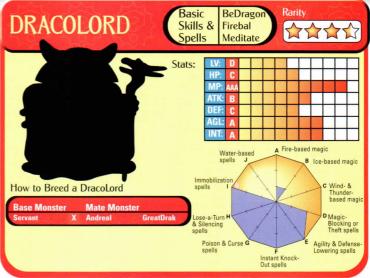


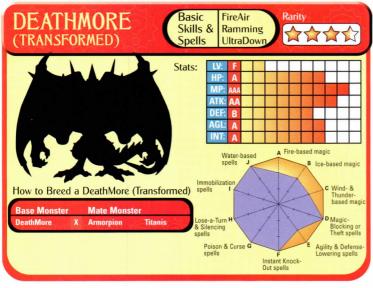


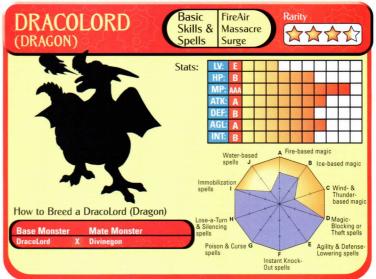


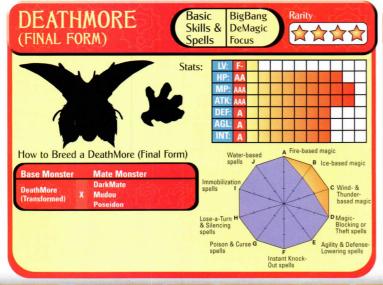


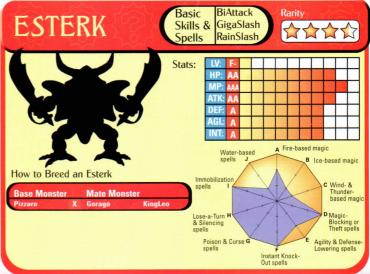




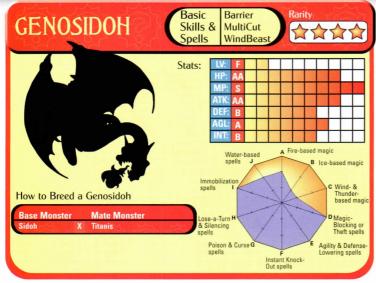


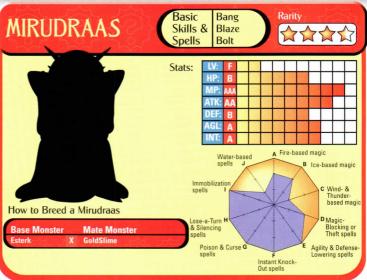


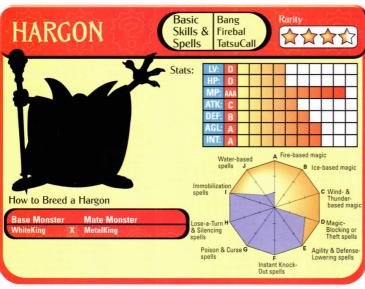


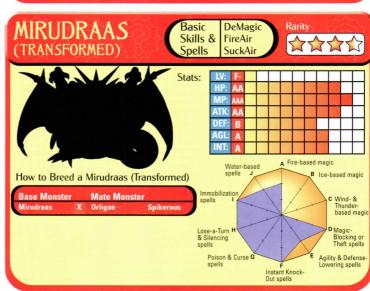


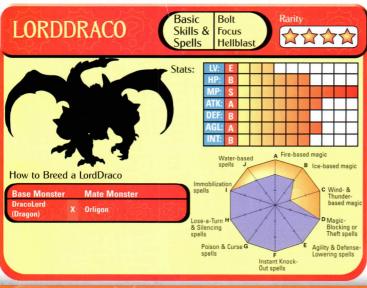


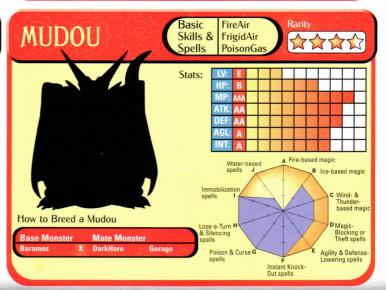




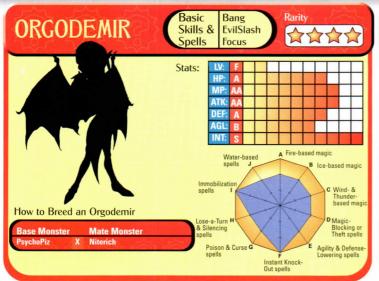


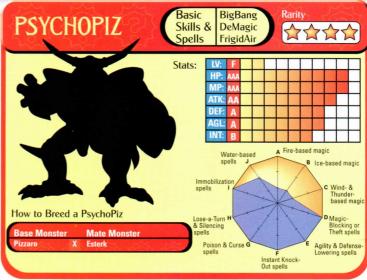


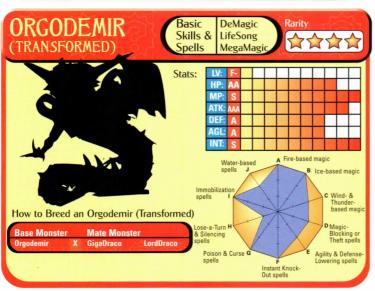


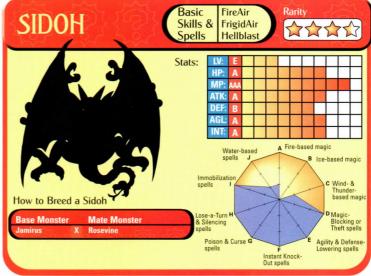


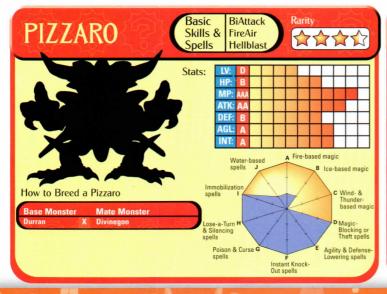


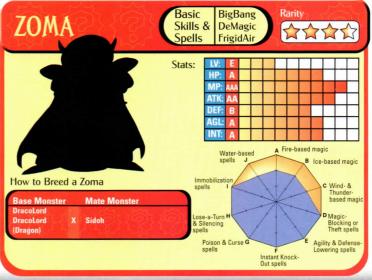














## **BREEDING PATTERNS**

If you feel daunted by the task of mating all of the monsters you've collected, check out this section. It contains all of the possible combinations of monsters and their results. Use this chapter when you want to know what kind of monsters you can create from a specific monster in your farm.

## NOTE

If you are still unclear on how to breed monsters to create new ones, please refer to "The Monster Compendium" (p. 45-97).

# BREEDING PATTERNS BY MONSTER

1EyeClown (Devil) Page 74

12 0111/1 430 1	THE RESIDENCE OF THE PARTY OF T
<b>Mate Monster</b>	Monster Born
1EyeClown	ChopClown
Aquarella	
Octoreach	MedusaEye
Zombie Family	
1EyeClown	Sickler
1EyeClown	CatMage
1EyeClown	MimeSlime
1EyeClown	WhaleMage
	1EyeClown Aquarella Octoreach Zombie Family 1EyeClown 1EyeClown 1EyeClown

AgDevil (Devil) Page 74

AgDevil	(Devil) Page 74		
<b>Base Monster</b>	Mate Monster	Monster Born	
AgDevil	Andreal Garudian GreatDrak KingLeo KingSlime MetalDrak MetalKing Orochi SpotKing Trumpeter WhipBird ZapBird	ArcDemon	
AgDevil	AxeShark Coatol DeadNoble GiantMoth MadCondor MistyWing Rosevine Skullgon SlimeBorg	GateGuard	

AgDevil	(Devil)	continued
		COLLECTION

<b>Base Monster</b>	Mate Monster	Monster Born
AgDevil	Swordgon WhiteKing	GateGuard
AgDevil	Digster GulpBeast MerTiger Roboster Unicorn WalrusMan	Ogre

This monster does not appear in any breeding patterns as a Mate Monster. See Devil Family patterns (p. 132-133).

### Akubar (Devil) Page 74

<b>Base Monster</b>	Mate Monster	Monster Born
Akubar	RainHawk	Jamirus
BattleRex		
Gasgon	Akubar	Andreal
MadDragon	Akubui	Alluloui
SkyDragon		

### Almirai (Beast) Page 55

the second section of the second section is a second section of the	(= 5.5.5)35	
<b>Base Monster</b>	Mate Monster	Monster Born
Almiraj	Dragon Family	WildApe
Slime Family	Almiraj	FangSlime

### AmberWeed (Plant) Page 65

, minoci i i cca	(1 14116) 1 456 00	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
AmberWeed	Beast Family	Stubsuck
Bug Family	AmberWeed	Eyeder

### Andreal (Dragon) Page 50

<b>Base Monster</b>	Mate Monster	Monster Born
Andreal	BossTroll Gigantes	GigaDraco
Andreal	MedusaEye	Orochi
AgDevil Gigantes Grendal	Andreal	ArcDemon
Material Family StoneMan	Andreal	MetalDrak
NiteRich Skeletor	Andreal	WhiteKing
Servant	Andreal	DracoLord
Zombie Family	Andreal 🚗	Skullgon



<b>Base Monster</b>	Mate Monster	Monster Born
Goopi		
MadCandle	Anemon	Gismo
MadMirror		
Plant Family	Anemon	Oniono
WeedBug	Anemon	TailWind
This monster does not appear in any breeding patterns as a		

Base Monster. See Water Family patterns.

Angleron (Water) Page 89
--------------------------

Base Monster	Mate Monster	Monster Born
Angleron	Demonite Gremlin Pixy SkulRider	FishRider
Algeron	Dragon Family Droll GulpBeast	RushFish
Lipsy	Angleron	Droll

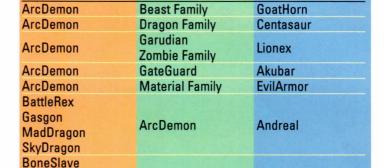
(Beast) Page 55 Antbear

This monster does not appear in any breeding patterns as a Base Monster or a Mate Monster. See Beast Family patterns.

#### (Water) Page 89 Aquadon

Base Monster	Mate Monster	Monster Born

This monster does not appear in any breeding patterns as a Base Monster or a Mate Monster. See Water Family patterns.



(Devil) Page 74

Monster E

DeadNoble

**Phoenix** 

AxeShark

LavaMan

Armorpede (Bug) Page 69 **Monster Born** 

ArcDemon

ArcDemon

ArcDemon

ArcDemon

Armorpede **Devil Family** HornBeet **Devil Family** Armorpede **EvilArmor** 

(Bug) Page 70 Armorpion

Dase Mulister	mate munister	IMINIIPIEL DAL
Armorpion	WhiteKing	Skularach
DeathMore	Armorpion	DeathMore
		(Transformed)

(Bug) Page 70 ArmyAnt

ArcDemon

CaptDead MadSpirit

Mudron Skeletor **Bird Family** 

CancerMan

MetalDrak

This monster does not appear in any breeding patterns as a Base Monster or a Mate Monster. See Bug Family patterns.

AguaHawk (Bird) Page 60

This monster does not appear in any breeding patterns as a Base Monster or a Mate Monster. See Water Family patterns.

### Aguarolla (Water) Page 80

Aquarena	(water) rage 69	
Base Monster	Mate Monster	Monster Born
Aquarella	Bug Family DarkEye MedusaEye	Gamanian
1EyeClown DarkEye Gremlin	Aquarella	MedusaEye
Lipsy	Aquarella	Droll
Plant Family	Aquarella	Eggplaton

### ArmyCrab (Bug) Page 70

(3/	
Mate Monster	Monster Born
Clawster	Digster
ArmyCrab	Spikerous
ArmyCrab	Clawster
	Clawster ArmyCrab

### ArrowDog (Beast) Page 55

<b>Base Monster</b>	<b>Mate Monster</b>	<b>Monster Born</b>
ArrowDog	ArrowDog	MadCat (if higher than +4)
ArrowDog	Dracky Shadow	NoctoKing



AsuraZoma (???) Page 94

<b>Base Monster</b>	Mate Monster	Monster Born
DeathMore	AsuraZoma	Darkdrium
(Final Form)		

This monster does not appear in any breeding patterns as a Base Monster. See ??? Family patterns.

/ I/Collain	(Water) Lage of	
<b>Base Monster</b>	Mate Monster	Monster Born
AgDevil		
Grendal	AxeShark	GateGuard
Gigantes		
This monetar does n	ot annear in any bree	ding nattorns as a

This monster does not appear in any breeding patterns as a Base Monster. See Water Family patterns.

Azurile	(Bird)	Page (	61

<b>Base Monster</b>	Mate Monster	Monster Born
Mirudraas Zoma	Azurile	DeathMore

This monster does not appear in any breeding patterns as a Base Monster. See Bird Family patterns.

#### Babble (Slime) Page 46

Base Monster	Mate N	Ionster Monster Born
Dragon Family	Babble	King Cobra
This monster does not appear in any breeding patterns as a		

Base Monster. See Slime Family patterns.

#### (Material) Page 83 Balzak

<b>Base Monster</b>	Mate Monster	Monster Born
Centasaur Ogre	Balzak	BossTroll
GulpBeast	Balzak	Trumpeter
Trumpeter	Balzak	KingLeo
This monster does not appear in any breeding patterns as a		

Base Monster. See Material Family patterns.

### Baramos (???) Page 94

Base Monster	Mate Monster	Monster Born
Baramos	DarkHorn Gorago	Mudou

This monster does not appear in any breeding patterns as a Mate Monster. See ??? Family patterns.



BattleRex	(Dragon) Page	50
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
BattleRex	Akubar ArcDemon DeadNoble FunkyBird Goategon GoatHorn Golem Lionex MadCondor Ogre Trumpeter	Andreal
BattleRex	BossTroll Gigantes	GigaDraco
BattleRex	Copycat DarkHorn MadKnight StoneMan WhipBird	Coatol
CancerMan	BattleRex	AxeShark
Dragon Family	BattleRex	GreatDrak
Goategon IronTurt	BattleRex	Yeti
KingSlime MadCat MetalKing WildApe	BattleRex	SpotKing
Metabble	BattleRex	SlimeBorg
SpotKing	BattleRex	KingSlime
Zombie Family	BattleRex	Skullgon

(Plant) Page 65 BeanMan

<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Devil Family	BeanMan	Orc
This monster does not appear in any breeding patterns as a		

Base Monster. See Plant Family patterns.

#### BeastNite (Beast) Page 56

Base Monster	<b>Mate Monster</b>	<b>Monster Born</b>
Devil Family	BeastNite	Grendal
SuperTen	BeastNite	Dumbira
TreeBoy/	BeastNite	FooHero
This monster does no	ot annear in any breed	ling natterns as a

Base Monster or Mate Monster. See Beast Family patterns.

### (Beast) Page 56 Beavern

This monster does not appear in any breeding patterns as a Base Monster or Mate Monster. See Beast Family patterns.



(Bug) Page 70

Base Monster Mate Monster Monster

This monster does not appear in any breeding patterns as a Base Monster or Mate Monster. See Bug Family patterns.

BigEye	(Beast) Page 56
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<b>Base Monster</b>	Mate Monster	Monster Born
BigEye	Dragon Family	GulpBeast
Devil Family	BigEye	Gigantes
MadPecker	BigEye	Emyu
Plant Family	BigEye	EvilSeed

### BigRoost (Bird) Page 61

<b>Base Monster</b>	Mate Monster	Monster Born
BigRoost	Beast Family	CragDevil
Dragon Family	BigRoost	Crestpent
KiteHawk	BigRoost	MadCondor

### Blizzardy (Bird) Page 61

Diizzaruy	(Dilu) rage or	
Base Monster	Mate Monster	Monster Born
Blizzardy	Lionex	Garudian
Blizzardy	Phoenix Vampirus	RainHawk
Blizzardy	Digster Golem Merman MetalDrak RockSlime SlimeBorg StoneMan	WhipBird
Dumbira	Blizzardy	Yeti
Niterich Skeletor	Blizzardy	WhiteKing

### BombCrag (Material) Page 83

<b>Base Monster</b>	Mate Monster	Monster Born
Slime Family	BombCrag	RockSlime
Water Family	BombCrag	Pumpoise
This monster does n	ot annear in any brea	eding natterns as a

This monster does not appear in any breeding patterns as a Base Monster. See Material Family patterns.

### BoneSlave (Zombie) Page 79

Donesiave	(Zombie) rage 19	
<b>Base Monster</b>	Mate Monster	Monster Born
BoneSlave	ArcDemon Copycat GateGuard Lionex MetalDrak Roboster	DeadNoble
BoneSlave	Bird Family	MadSpirit
BoneSlave	BoneSlave	Skeletor
BoneSlave	Dragon Family	Skullgon
BoneSlave	MetalKing	WhiteKing
BoneSlave	Water Family	CaptDead

### BossTroll (Devil) Page 74

D03311011	(Devil) Tuse 14	
Base Monster	Mate Monster	Monster Born
Andreal		
BattleRex	DagaTvall	CinaDuana
GreatDrak	BossTroll	GigaDraco
SkyDragon		
BossTroll	Beast Family	Centasaur
BossTroll	IceMan	EvilWell
KingSlime	DoggTroll	Cnatking
MetalKing	BossTroll	SpotKing
LavaMan	BossTroll	GoldGolem
MetalDrak	BossTroll	LavaMan
SpotKing	BossTroll	KingSlime
Trumpeter	BossTroll	KingLeo

### BoxSlime (Slime) Page 46

AND REAL PROPERTY AND REAL PRO	(5)	THE RESERVE OF THE PERSON NAMED IN COLUMN 2 IN COLUMN
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Material Family	BoxSlime	Mimic
Zombie Family	BoxSlime	Mudron
This monster does no	ot appear in any breed	ding patterns as a
Base Monster. See S	lime Family patterns.	

### Brushead (Material) Page 84

Diadicaa	(macerial) i as	, c c .
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Bird Family	Brushead	FunkyBird
This monster does not appear in any breeding patterns as a		
Base Monster. See Material Family patterns.		

### Bubblemon (Devil) Page 75

<b>Base Monster</b>	Mate Monster	Monster Born
SuperTen	Bubblemon	Dumbira
This monster does n	ot appear in any bre	eding patterns as a
Base Monster. See I	Devil Family patterns	

### BullBird (Bird) Page 61

Duliblia	(Dira) ruse or	
<b>Base Monster</b>	Mate Monster	Monster Born
BullBird	Devil Family Grizzly	Land0wl

This monster does not appear in any breeding patterns as a Mate Monster. See Bird Family patterns.

### Butterfly (Bug) Page 70

Dutterry	(Bus) ruse ro	
<b>Base Monster</b>	Mate Monster	Monster Born
Butterfly	Butterfly	Droll
Butterfly	Devil Family	GiantMoth
Butterfly	Pyuro	MadHornet
MultiEyes	Butterfly	Belzebub
Plant Family	Butterfly	EvilSeed



#### (Plant) Page 65 CactiBall

This monster does not appear in any breeding patterns as a Base Monster or Mate Monster. See Plant Family patterns.

CancerMan	(Water)	Page	89
Cullectivium	, viucei,	usc	$\mathbf{O}$

(Water) rase os	
Mate Monster	Monster Born
CancerMan	ArmyCrab
ArcDemon BattleRex	AxeShark
EvilWand WhaleMage	HoodSquid
CancerMan	MudDoll
CancerMan	Armorpion
CancerMan	DarkCrab
	CancerMan ArcDemon BattleRex EvilWand WhaleMage CancerMan CancerMan

#### CantDoad (70mbie) Page 79

Captibeau	(Zullible) Tage 13	
<b>Base Monster</b>	Mate Monster	Monster Born
ContDood	ArcDemon Copycat	DoodNoble
CaptDead	GateGuard Lionex MetalDrak Roboster	DeadNoble
CaptDead	EvilBeast Golem Grizzly GulpBeast MadCat MadCondor MadRaven Ogre StoneMan	Skeletor

This monster does not appear in any breeding patterns as a Mate Monster. See Zombie Family patterns.

#### (Bug) Page 70 Catanila

Cutupiiu	(245) 1450 1	
Base Monster	Mate Monster	Monster Born
Catapila	Catapila	MultiEyes

CatFly	(Beast) Page 56	
Base Monster	Mate Monster	Monster Born
	1EyeClown	
	CatMage	
	EvilWand	
CatFly	MimeSlime	CatMage
	Reaper	
	Sickler	
	TreeBoy	
CatFly	Bird Family	WindBeast
Dragon Family	CatFly	SnakeBat

#### CatMage (Beast) Page 56

<b>Base Monster</b>	Mate Monster	Monster Born
CatFly	CatMage	CatMage
CatMage	Devil Family	BeastNite
CatMage	Goategon Unicorn	MadCat

#### Centasaur (Devil) Page 75

Centusuui	(Devii) Tuse 15	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Centasaur	Balzak GreatDrak StoneMan WalrusMan	BossTroll
Centasaur	GoldGolem	Durran
Centasaur	??? Family	LampGenie
Dragon Family	Centasaur	GreatDrak
KingSlime MetalKing	Centasaur	SpotKing
MetalDrak	Centasaur	LavaMan
SpotKing	Centasaur	KingSlime

### Chamelgon (Dragon) Page 50

**Base Monster** Mate Monster Monster Born

This monster does not appear in any breeding patterns as a Base Monster or Mate Monster. See Dragon Family patterns.

### ChopClown (Devil) Page 75

<b>Base Monster</b>	<b>Mate Monste</b>	er Monster Born
Octogon	ChopClown	Octoraid
This monster does n	ot appear in any bi	reeding patterns as a
Base Monster, See	Devil Family nattern	ns

#### (Water) Page 90 Clawster

<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
ArmyCrab	Clawster	Digster
Clawster	Clawster Devil Family	CancerMan
Zombie Family	Clawster	DarkCrab

#### CloudKing (Material) Page 84

Base Monster Mate Monster Monster Born

This monster does not appear in any breeding patterns as a Base Monster or Mate Monster. See Material Family patterns.

#### Coatol (Dragon) Page 50

Coutoi	(Brasen) rase so	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
AgDevil		
Gigantes	Coatol	GateGuard
Grendal		
Digong	Coatol	Aquadon
Control of the Contro		THE RESIDENCE OF THE PROPERTY

This monster does not appear in any breeding patterns as a Base Monster. See Dragon Family patterns.



ster Monster Born CoilBird MadCondor **Bird Family** This monster does not appear in any breeding patterns as a

Base Monster. See Material Family patterns.

Copycat	(Zombie) Page	2 79
<b>Base Monster</b>	Mate Monster	Monster Born
BattleRex Gasgon LizardMan Pteranod SkyDragon Vampirus	Copycat	Coatol
Bird Family	Copycat	Phoenix
BoneSlave CaptDead DeadNite Mudron Skeletor Skullgon	Copycat	DeadNoble
Copycat	Droll Gasgon	PomPomBom
GulpBeast Tonguella	Copycat	SuperTen
Slime	Copycat	HaloSlime
Slime Family	Copycat	Healer

(Bird) Page 61 CragDevil

Base Monster	Mate Monster	Monster Born
CragDevil	CragDevil	FunkyBird (if higher than +4)
CragDevil	DuckKite MadRaven	MadGoose
Water Family	CragDevil	Pumpoise

(Dragon) Page 51 Crestpent

Base Monster	Mate Monster	
Crestpent	Crestpent	WingSnake

#### CurseLamp (Material) Page 84

This monster does not appear in any breeding patterns as a Base Monster or Mate Monster. See Material Family patterns.

### DanceVegi (Plant) Page 65

Base Monster	<b>Mate Monster</b>	Monster Born
Bird Family	DanceVegi	FunkyBird
Zombie Family	DanceVegi	Mudron
This monster does n	ot appear in any bree	ding patterns as a

Base Monster. See Plant Family patterns.

(???) Page 94 Darck

**Monster Born** 

This monster does not appear in any breeding patterns as a Base or a Mate Monster. See ??? Family patterns.

DarkCrab	(Zombie) Page 79	

<b>Base Monster</b>	Mate Monster	Monster Born
Bug Family	DarkCrab	ArmyCrab
DarkCrab	Devil Family	NiteWhip

Darkdrium (???) Page 94

Base Monster Mate Monster Monster Born

This monster does not appear in any breeding patterns as a Base Monster or Mate Monster. See ??? Family patterns.

DarkEye	(Devil)	Page 75
Base Monster	Mate N	onster N

<b>Base Monster</b>	Mate Monster	Monster Born
Aquarella	DarkEye	Gamanian
DarkEye	Aquarella Octoreach Zombie Family	MedusaEye
MadPecker	DarkEye	Emyu
Plant Family	DarkEye	EvilSeed

#### (Reast) Page 56 DarkHorn

Darki lulli	(Deast) rage 30	
<b>Base Monster</b>	Mate Monster	Monster Born
Baramos	DarkHorn	Mudou
BattleRex		
Gasgon		
LizardMan	DarkHorn	Coatol
Pteranod	Dalkholli	Cuatui
SkyDragon		
Vampirus		
DarkHorn	Orochi	Gorago
	??? Family	
Devil Family	DarkHorn	GoatHorn
Durran	DarkHorn	Titanis
Slime Family	DarkHorn	FangSlime

#### DarkMate (Material) Page 84

<b>Base Monster</b>	Mate Monster	Monster Born
DarkMate	Bug Family	BombCrag
DeathMore (Transformed)	DarkMate	DeathMore (Final Form)
GoldSlime	DarkMate /	GranSlime





DeadNite	(Zombie) Page 79	
<b>Base Monster</b>	Mate Monster	Monster Born
DeadNite	Bird Family	MadSpirit
DeadNite	Copycat DeadNite	DeadNoble
DeadNite	EvilBeast Golem Grizzly GulpBeast MadCat MadCondor MadRaven Ogre StoneMan	Skeletor
DeadNite DeadNite	FloraMan Gremlin HornBeet LandOwl MadGoose RockSlime SlimeBorg Water Family	BoneSlave Skulpent
Slime Family	DeadNite	RockSlime
Cimile Fulling		TIOUNOIIIIO

DeadNoble	(Zombie) Page 80	
Base Monster	Mate Monster	Monster Born
AgDevil		
Gigantes	DeadNoble	GateGuard
Grendal		
BattleRex		
Gasgon	DeadNoble	Andreal
MadDragon	Deautyoble	Alluleal
SkyDragon		
Bird Family	DeadNoble	Blizzardy
DeadNoble	Bird Family	MadSpirit
DeadNoble	Dragon Family	Skullgon
	Octoraid	
DeadNoble	Roboster2	Niterich
	Serpentia	
DeadNoble	SpotKing	WhiteKing
Dumbira		
Grizzly		
Tonguella		
Trumpeter	DeadNoble	GulpBeast
Unicorn		
WildApe		
Yeti		
KingSlime	DeadNoble	SpotKing
MetalKing		
SabreMan	DeadNoble	Roboster
SpotKing	DeadNoble	KingSlime

DeathMore (Ti	ransformed)	(???) Page 95
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
DeathMore (Transformed)	DarkMate Mudou Poseidon	DeathMore (Final Form)
This monster does not appear in any breeding patterns as a		

Mate Monster. See ??? Family patterns.

DeathMore	(???) Page 95	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
DeathMore	Armorpion Titanis	DeathMore (Transformed)
GoldSlime	DeathMore	GranSlime

DeathMore (Final Form)		(???) Page 95
Base Monster	Mate Monster	Monster Born
DeathMore (Final Form)	AsuraZoma GranSlime Watabou	Darkdrium

This monster does not appear in any breeding patterns as a Mate Monster. See ??? Family patterns.

Demonite	(Devil) Page 75	
<b>Base Monster</b>	Mate Monster	Monster Born
Angleron	Demonite	FishRider
Demonite	Slime Family	1EyeClown
Demonite	Demonite	GateGuard
GulpBeast	Demonite	SuperTen
Tonguella	Demonite	ouper ren
Puppetor	Demonite	Brushead

- 8	Domonico	Domonico	GutoGuuru
	GulpBeast Tonguella	Demonite	SuperTen
	Puppetor	Demonite	Brushead
	DeviPine	(Plant) Page 6	6
Į	Base Monster	Mate Monster	Monster Born

This monster does not appear in any breeding patterns as a Base Monster or Mate Monster. See Plant Family patterns.

Digong	(Water) Page 90	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Digong	Coatol GreatDrak Orligon	Aquadon
This manatar does not appear in any breading notterns as a		

This monster does not appear in any breeding patterns as a Mate Monster. See Water Family patterns.





Digster	(Bug) Page 71	
Base Monster	Mate Monster	Monster Born
AgDevil		
Gigantes	Digster	Ogre
Grendal		
Blizzardy		
Land0wl		
MadCondor	Digster	WhipBird
MadGoose		
ZapBird		
Dragon Family	Digster	Spikerous
Dumbira		
Grizzly		
Tonguella		
Trumpeter	Digster	GulpBeast
Unicorn		
WildApe		
Yeti		
Material Family	Digster	StoneMan

Divinegon	(Dragon) Page 51	
<b>Base Monster</b>	Mate Monster	Monster Born
Divinegon	GigaDraco GoldGolem	Orligon
DracoLord	Divinegon	DracoLord (Dragon)
Durran	Divinegon	Pizzaro
KingSlime MetalDrak	Divinegon	SpotKing
SpotKing	Divinegon	KingSlime
Zombie Family	Divinegon	Skullgon

Dracky	(Bird) Page 61	
<b>Base Monster</b>	Mate Monster	Monster Born
ArrowDog	Dracky	NoctoKing
KingCobra	Dracky	SnakeBat
Material Family	Dracky	Exaucers
This monster does not appear in any breeding patterns as a		
Base Monster. See Bird Family patterns.		

DracoLord	(???) Page 95	
<b>Base Monster</b>	Mate Monster	Monster Born
DracoLord	Divinegon	DracoLord (Dragon)
DracoLord	Sidoh	Zoma
Gismo	DracoLord	CloudKing
WhiteKing	DracoLord	Lazamanus
DracoLord (Dr	agon)	(???) Page 95
Base Monster	Mate Monster	Monster Born
DracoLord (Dragon)	Orligon	LordDraco
DracoLord (Dragon)	Sidoh	Zoma

Dragon	(Dragon) Page 51	
Base Monster	<b>Mate Monster</b>	Monster Born
Beast Family	Dragon	MadCat
Dragon	Dragon	GreatDrak (if higher than +4)

DragonKid	(Dragon) Page 51		
<b>Base Monster</b>		Monster Born	
DragonKid	DragonKid	Dragon	
DragonKid	DragonKid	GreatDrak (if higher than +4)	

DrakSlime	(Slime) Page 46	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Beast Family	DrakSlime	Goategon
Bird Family	DrakSlime	Phoenix
DrakSlime	Swordgon	SlimeBorg
Golem StoneMan	DrakSlime	Voodoll
Goopi MadCandle MadMirror	DrakSlime	Gismo

Droll	(Bug) Page 71	
Base Monster	Mate Monster	Monster Born
Angleron	Droll	RushFish
Bird Family	Droll	MadGoose
Copycat	Droll	PomPomBom
Droll	Dragon Family	ArmorPede
Droll	Zombie Family	MadHornet
Plant Family	Droll	Eggplaton
Zombie Family	Droll	Mudron

Drygon	(Dragon) Page	51
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Beast Family	Drygon	BigEye
This monster does not appear in any breeding patterns as a		
Base Monster. See Dragon Family patterns.		

DuckKite	(Bird) Page 62	
Base Monster	Mate Monster	Monster Born
Beast Family	DuckKite	Mommonja
CragDevil	DuckKite	MadGoose
DuckKite	Material Family	KiteHawk
Plant Family	DuckKite	EvilSeed
Water Family	DuckKite	Pumpoise



Dumbira	(Beast)	Page	57

Dulliblia	(Deast) rage 37	
Base Monster	Mate Monster	Monster Born
Dumbira	Blizzardy	Yeti
Dumbira	DeadNoble Digster Dragon Family Golem IceMan LavaMan Roboster Skeletor Skullgon StoneMan WhiteKing	GulpBeast
Dumbira	Slime Family	SuperTen
MadGopher	Dumbira	BeastNite

#### (Devil) Page 75 Durran

Base Monster	<b>Mate Monster</b>	Monster Born
Durran	DarkHorn	Titanis
Durran	Divinegon	Pizzaro
This monster does n	ot appear in any bree	ding patterns as a

Mate Monster. See Devil Family patterns.

### (Plant) Page 66 Egdracil

This monster does not appear in any breeding patterns as a Base Monster or Mate Monster. See Plant Family patterns.

Eggplaton	(Plant)	Page	66
-336	(		

LSSPICTOR	(i luit) i use oo	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Eggplaton	Devil Family	BeanMan
Eggplaton	Zombie Family	EvilSeed
This monster does not appear in any breeding patterns as a		
Mate Monster. See Plant Family patterns.		

Emvu (Bird) Page 62

Base Monster	Mate Monster	
Emyu	Beast Family	CragDevil
This monster does n	ot appear in any bree	ding patterns as a
Mate Monster. See I	Bird Family patterns.	

**Esterk** (???) Page 95

	(111)	
<b>Base Monster</b>	Mate Monster	Monster Born
Esterk	GoldSlime	Mirudraas
Pizzaro	Esterk	PsvchoPiz



EvilArmor (	(Devil)	Page	76

Base Monster	<b>Mate Monster</b>	Monster Born
Beast Family	EvilArmor	BeastNite
Dragon Family	EvilArmor	BattleRex
Material Family	EvilArmor	ProtoMech
Octogon	EvilArmor	Octoraid
SabreMan	EvilArmor	Roboster

This monster does not appear in any breeding patterns as a Base Monster. See Devil Family patterns.

EvilBeast (Devil) Page 76

<b>Base Monster</b>	Mate Monster	Monster Born
CaptDead		
DeadNite		
Hork	EvilBeast	Skeletor
Mudron		
Mummy		
EvilBeast	Beast Family	Grendal
EvilBeast	Dragon Family	AgDevil
EvilBeast	Zombie Family	Gigantes

**EvilPot** (Material) Page 84

Base Monster Mate Monster Monster Born

This monster does not appear in any breeding patterns as a Base Monster or Mate Monster. See Material Family patterns.

EvilSeed (Plant) Page 66

Base Monster	Mate Monster	Monster Born
EvilSeed	EvilSeed Slurperon	ManEater
Goopi MadCandle MadMirror	EvilSeed	Gismo

EvilWand (Material) Page 85

<b>Base Monster</b>	Mate Monster	Monster Born
CancerMan	EvilWand	HoodSquid
CatFly	EvilWand	CatMage
EvilWand	FunkyBird LandOwl MadGoose Phoenix	SabreMan
FooHero	EvilWand	TreeBoy
Healer	EvilWand	MimeSlime

(Devil) Page 76 EvilWell

Base Monster Mate Monster Monster Born
This monster does not appear in any breeding patterns as a Base Monster or Mate Monster. See Devil Family patterns.



Base Monster Mate Monster Monster Born

This monster does not appear in any breeding patterns as a Base Monster or Mate Monster. See Material Family patterns.

EyeBall (Devil) Page 76

<b>Base Monster</b>	Mate Monster	Monster Born
Beast Family	EyeBall	BigEye
EyeBall	Slime Family	1EyeClown
Plant Family	EyeBall	EvilSeed

Eyeder (Bug) Page 71

<b>Base Monster</b>	Mate Monster	Monster Born
Eyeder	Eyeder	Droll
Eyeder	Zombie Family	MadHornet
Plant Family	Eyeder	EvilSeed

Facer (Material) Page 85

<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Bird Family	Facer	KiteHawk
Plant Family	Facer	DanceVegi

This monster does not appear in any breeding patterns as a Base Monster. See Material Family patterns.

FaceTree (Plant) Page 66

<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
GulpBeast Tonguella	FaceTree	SuperTen
LizardMan	FaceTree	Rayburn

This monster does not appear in any breeding patterns as a Base Monster. See Plant Family patterns.

# FairyDrak (Dragon) Page 51

Base Monster Mate Monster Monster Born

This monster does not appear in any breeding patterns as a Base Monster or Mate Monster. See Dragon Family patterns.

FairyRat (Beast) Page 57

Base Monster	Mate M	onster Mon	ster Born
Bug Family	FairyRat	Madł	lornet
This monster does not appear in any breeding patterns as a			
Base Monster. See E	Beast Family	patterns.	

FangSlime (Slime) Page 46

Base Monster. See Slime Family patterns.

rungomine	(Silitie) ruge 40	
<b>Base Monster</b>	Mate Monster	Monster Born
Beast Family	FangSlime	Unicorn
GulpBeast Tonguella	FangSlime	SuperTen
Zombie Family	FangSlime	Mudron
This monster does not appear in any breeding patterns as a		

FireWeed (Plant) Page 66

	(	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Goopi		
MadCandle	FireWeed	Gismo
MadMirror		

This monster does not appear in any breeding patterns as a Base Monster. See Plant Family patterns.

FishRider (Water) Page 90

Base Monster	<b>Mate Monst</b>	er Monster Born	
Plant Family	FishRider	BeanMan	
This monster does not appear in any breeding patterns as a			
Base Monster. See Water Family patterns.			

FloraJay (Bird) Page 62

Base Monster Mate Monster Monster Born

This monster does not appear in any breeding patterns as a Base Monster or Mate Monster. See Bird Family patterns.

FloraMan (Plant) Page 67

<b>Base Monster</b>	Mate Monster	Monster Born
Bug Family	FloraMan	TailEater
DeadNite Mummy	FloraMan	BoneSlave

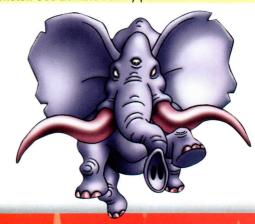
This monster does not appear in any breeding patterns as a Base Monster. See Plant Family patterns.

FooHero (Plant) Page 67

<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
FooHero	EvilWand	TreeBoy
This monster does n	ot appear in any bre	eding patterns as a
Mate Monster See I	Plant Family natterns	

FoxFire (Zombie) Page 80

Base Monster	Mate Monste	r Monster Born
FoxFire	Beast Family	PomPomBom
This monster does not appear in any breeding patterns as a		
Mate Monster, See	Zombie Family patte	erns.





FunkyBird	(Bird) Page 62	
Base Monster	Mate Monster	Monster Born
BattleRex		
Gasgon	French Dind	Andreal
MadDragon	FunkyBird	Andreal
SkyDragon		
EvilWand		
Golem	Eupla/Dird	CobroMon
StoneMan	FunkyBird	SabreMan
Voodoll		
FunkyBird	Jamirus	Garudian
GulpBeast	Eupla/Dird	CuparTan
Tonguella	FunkyBird	SuperTen
Plant Family	FunkyBird	HerbMan
Slime Family	FunkyBird	Healer
Zombie Family	FunkyBird	Mudron

Gamanian	(Water) Page 90	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Bug Family	Gamanian	Eyeder
Gamanian	ArmyCrab Devil Family	Clawster
Plant Family	Gamanian	EvilSeed
Zombie Family	Gamanian	DarkCrab

Garudian	(Bird) Page 62	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
AgDevil		
Gigantes	Garudian	ArcDemon
Grendal		
ArcDemon	Garudian	Lionex
Garudian	Slime Family	Land0wl

Gasgon	(Dragon) Page	52
Base Monster	Mate Monster	Monster Born
Copycat	Gasgon	PomPomBom
Gasgon	Akubar ArcDemon DeadNoble FunkyBird Goategon GoatHorn Golem Lionex MadCondor Ogre Trumpeter	Andreal
Gasgon	Beast Family	MadDragon
Gasgon	Copycat DarkHorn MadKnight StoneMan WhipBird	Coatol

Gasgon	(Dragon) continued	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Goategon IronTurt MadCat WildApe	Gasgon	Yeti

GateGuard	(Devil) Page 76	
<b>Base Monster</b>	Mate Monster	Monster Born
ArcDemon	GateGuard	Akubar
BoneSlave		
CaptDead		
MadSpirit	GateGuard	DeadNoble
Mudron		
Skeletor		
GateGuard	Beast Family	Centasaur
GateGuard	Dragon Family	Ogre
GateGuard	Material Family	EvilArmor
LizardMan	GateGuard	Rayburn
Octogon	GateGuard	Octoraid

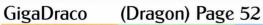
Genosidoh (???) Page 96

This monster does not appear in any breeding patterns as a Base Monster or Mate Monster. See ??? Family patterns.

GhosTree	(Plant) Page 67	
<b>Base Monster</b>		er Monster Born
GhosTree	GhosTree	Stubsuck
GhosTree	Snapper	FaceTree

GiantMoth	(Bug) Page 71	
<b>Base Monster</b>		Monster Born
AgDevil		
Gigantes	GiantMoth	GateGuard
Grendal		
Slime Family	GiantMoth	Babble
This monster does no	ot appear in any breed	ing patterns as a
Base Monster. See B	ug Family patterns.	

Baco Monoton Boo I	ag canny patterner	
GiantSlug	(Bug) Page 7	1
<b>Base Monster</b>		Monster Born
GiantSlug	Slime Family	ArmyAnt
Zombie Family	GiantSlug	Mudron
GiantWorm Base Monster	(Bug) Page 7	1 Monster Born
	(Bug) Page 7	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born



<b>Base Monster</b>		Monster Born
Divinegon	GigaDraco	Orligon
Orgodemir	GigaDraco	Orgodemir (Transformed)

This monster does not appear in any breeding patterns as a Base Monster. See Dragon Family patterns.

Gigantes	(Devil)	Page	76
distinces	Devin	i usc	

Gigantes	(Devil) Page 76		
Base Monster	Mate Monster	Monster Born	
Andreal			
BattleRex	Gigantes	GigaDraco	
GreatDrak	digantes	digablaco	
SkyDragon			
Dragon Family	Gigantes	GreatDrak	
	Andreal		
	Garudian		
	GreatDrak		
	KingLeo		
	KingSlime		
Gigantes	MetalDrak	ArcDemon	
	MetalKing Orochi		
	SpotKing		
	Trumpeter		
	WhipBird		
	ZapBird		
	AxeShark		
	Coatol		
	DeadNoble		
	GiantMoth		
	MadCondor		
Gigantes	MistyWing	GateGuard	
	Rosevine		
	Skullgon		
	SlimeBorg		
	Swordgon		
	WhiteKing		
	Digster		
	GulpBeast		
Gigantes	MerTiger	Ogre	
digunitos	Roboster	ogio	
	Unicorn		
	WalrusMan		
KingSlime	Gigantes	SpotKing	
MetalKing			
NoctoKing	Gigantes	Dumbira	
Rosevine	Gigantes	Egdracil	
RushFish	Gigantes	Digong	
LizardMan	Gigantes	Rayburn	
SpotKing	Gigantes	KingSlime	

Gismo	(Material) Page 85	
<b>Base Monster</b>	Mate Monster	Monster Born
Bird Family	Gismo	Phoenix
Gismo	Devil Family	EvilPot
Gismo	DracoLord KingSlime KingSquid LampGenie SkyDragon SpotKing WhaleMage WhiteKing	CloudKing
MadCondor Phoenix WhipBird	Gismo	ZapBird

Goategon	(Beast) Page 57	
Base Monster	Mate Monster	Monster Born
BattleRex Gasgon MadDragon SkyDragon	Goategon	Andreal
Bird Family	Goategon	Blizzardy
CatMage	Goategon	MadCat
Goategon	BattleRex Gasgon MadDragon Pteranod SkyDragon Swordgon	Yeti
Goategon	Golem IceMan LavaMan MetalDrak Roboster StoneMan	GulpBeast
Goategon	Slime Family	Unicorn

### (Devil) Page 77 Goat Horn

atHorn	Andreal
ast Family	BossTroll
atHorn	Rayburn
	ast Family atHorn



GoHopper (Bug) Page 72

<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Dragon Family	GoHopper	LizardFly
MadHornet	GoHopper	Belzebub
This monster does n	ot appear in any bree	ding patterns as a

This monster does not appear in any breeding patterns as a Base Monster. See Bug Family patterns.

GoldGolem (Material) Page 85

doludolelli	(Widterial) Tas	E 03
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Centasaur	GoldGolem	Durran
Divinegon	GoldGolem	Orligon
GoldGolem	MetalKing	DarkMate
KingSlime		
MetalKing	GoldGolem	GoldSlime
SpotKing		
Niterich	GoldGolem	WhiteKing
Skeletor		
RainHawk	GoldGolem	Azurile
Shantak		
Trumpeter	GoldGolem	KingLeo

GoldSlime (Slime) Page 46

dolusiiile	(Sillie) rage 40	
<b>Base Monster</b>	Mate Monster	Monster Born
Esterk	GoldSlime	Mirudraas
GoldSlime	DarkMate DeathMore GoldSlime	GranSlime
WonderEgg	GoldSlime	GranSlime

Golem (Material) Page 85

Goleffi	(Material) rage 03	
<b>Base Monster</b>	Mate Monster	Monster Born
BattleRex		
Gasgon	Golem	Andreal
MadDragon	Goleili	Anurear
SkyDragon		
Beast Family	Golem	Grizzly
Blizzardy		
Land0wl		
MadCondor	Golem	WhipBird
MadGoose		
ZapBird		
CaptDead		
DeadNite		
Hork	Golem	Skeletor
Mudron		
Mummy		
Dumbira		
Goategon		
Grizzly		
IronTurt	Golem	GulpBeast
Trumpeter	dolem	Ouipboust
Unicorn		
WildApe		
Yeti		

Golem	(Material) continued	
<b>Base Monster</b>	Mate Monster	Monster Born
Golem	DrakSlime RockSlime SlimeNite Snaily	Voodoll
Golem	FunkyBird LandOwl MadGoose Phoenix	SabreMan
Golem	Golem	StoneMan
GulpBeast	Golem	Trumpeter
RushFish	Golem	Digong
Slime Family	Golem	RockSlime

Goopi	(Material) Page 86	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Goopi	Anemon DrakSlime EvilSeed FireWeed MistyWing Wyvern	Gismo
Goopi	Goopi	MudDoll

Gophecada (Bug) Page 72

Base Monster. See Beast Family patterns.

<b>Base Monster</b>	Mate Monster	Monster Born
Plant Family	Gophecada	Oniono

This monster does not appear in any breeding patterns as a Base Monster. See Bug Family patterns.

Gorago	(Beast) Page 57	
<b>Base Monster</b>	Mate Monster	Monster Born
Baramos	Gorago	Mudou
Pizzaro	Gorago	Esterk
This monster does not appear in any breeding patterns as a		

Grakos	(Water) Page 90	
<b>Base Monster</b>	Mate Monster	Monster Born
Grakos	Mudou	Poseidon
Niterich Skeletor	Grakos	WhiteKing

GranSlime	(Slime) Page 46	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
DeathMore (Final Form)	GranSlime	Darkdrium
This monster does not appear in any breeding patterns as a		
Base Monster. See Slime Family patterns.		

GreatDrak (Dragon) Page 52

Cleathlak	(Diagon) rage 32	
Base Monster	Mate Monster	Monster Born
AgDevil		
Gigantes	GreatDrak	ArcDemon
Grendal		
Centasaur	CupatDuals	BossTroll
Ogre	GreatDrak	DOSSITOII
Digong	GreatDrak	Aquadon
	BossTroll	C:D
GreatDrak	Gigantes	GigaDraco
	Lionex	
GreatDrak	Octoraid	Serpentia
	Skeletor	
GreatDrak	MedusaEye	Orochi
KingSlime	GreatDrak	SpotKing
MetalKing	Gleathlak	Sputking
Niterich	GreatDrak	WhiteKing
Skeletor	Greathiak	vviiitekiiig
RockSlime	GreatDrak	SlimeBorg
SabreMan	GreatDrak	Roboster
Servant	GreatDrak	DracoLord
SpotKing	GreatDrak	KingSlime
StoneMan	GreatDrak	MetalDrak
WhipBird	GreatDrak	Shantak
Zombie Family	GreatDrak	Skullgon

Gremlin (Devil) Page 77

Grennin	(Devil) Tuse 11	
<b>Base Monster</b>	Mate Monster	Monster Born
Angleron	Gremlin	FishRider
DeadNite Mummy	Gremlin	BoneSlave
Gremlin	Aquarella Octoreach Zombie Family	MedusaEye
Gremlin	Beast Family	Grendal
Gremlin	Dragon Family	AgDevil
GulpBeast Tonguella	Gremlin	SuperTen
Material Family	Gremlin	Puppetor

Grendal	(Devil) Page 77	
Base Monster	Mate Monster	Monster Born
Grendal	Andreal Garudian GreatDrak KingLeo KingSlime MetalDrak MetalKing Orochi SpotKing Trumpeter WhipBird ZapBird	ArcDemon
Grendal	AxeShark Coatol DeadNoble GiantMoth MadCondor MistyWing Rosevine Skullgon SlimeBorg Swordgon WhiteKing	GateGuard
Grendal	Digster GulpBeast MerTiger Roboster Unicorn WalrusMan	Ogre
Grendal	Grendal	Akubar
SabreMan	Grendal	Roboster

Grizzly (Beast) Page 57

Base Monster Mate Monster Monster Born

BullBird Grizzly LandOwl
Bird Family Grizzly Phoenix

CaptDead
DeadNite
Hork
Mudron
Mummy

Grizzly Skeletor



GulpBeast

Grizzly	(Beast) continued	
Base Monster	Mate Monster	Monster Born
Grizzly	DeadNoble Devil Family Digster Dragon Family Golem IceMan LavaMan MetalDrak Roboster Skeletor Skullgon StoneMan WhiteKing	GulpBeast
Grizzly	LandOwl MadCondor WhipBird ZapBird	Trumpeter
Grizzly	Slime Family	Unicorn
Material Family	Grizzly	Roboster

Base Monster	Mate Monster	Monster Born
AgDevil		
Grendal	GulpBeast	Ogre
Gigantes		
Angleron	GulpBeast	RushFish
Bird Family	GulpBeast	Phoenix
CaptDead		
DeadNite		
Hork	GulpBeast	Skeletor
Mudron		
Mummy		
Dragon Family	GulpBeast	MadDragon
	Balzak	
	Golem	
	IceMan	
	LandOwl	
	LavaMan	
GulpBeast	MadCondor	Trumpeter
	MetalDrak	

Roboster StoneMan WhipBird ZapBird

(Beast) Page 57

GulpBeast	(Beast) continued	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
GulpBeast	Copycat Demonite FaceTree FangSlime FunkyBird Gremlin JewelBag Lipsy MadDragon MadPlant Mimic TreeSlime	SuperTen
GulpBeast	Slime Family	Unicorn
Material Family	GulpBeast	Roboster
Merman	GulpBeast	MerTiger
Slime Family	GulpBeast	FangSlime

Gulpple	(Plant) Page 67	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Dragon Family	Gulpple	Andreal
Plant Family	Gulpple	Devipine
This monster does no	ot annear in any breed	ling natterns as a

HaloSlime	(Slime) Page 47
Dana Hillandson	

This monster does not appear in any breeding patterns as a Base Monster or Mate Monster. See Slime Family patterns.

# HammerMan (Beast) Page 58

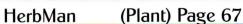
Base Monster. See Plant Family patterns.

<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Devil Family	HammerMan	Ogre
TreeBoy	HammerMan	FooHero
This monster does not appear in any breeding patterns as a		
Base Monster. See Beast Family patterns.		

Hargon	(???) Page	96
<b>Base Monster</b>	<b>Mate Mons</b>	ter Monster Born
Hargon	Orochi	Baramos
This monster does i	not appear in any	breeding patterns as a
Mate Monster See	??? Family natter	ns

Healer Base Monster	(Slime) Page 47 Mate Monster Monster Born	
Healer	1EyeClown EvilWand TreeBoy	MimeSlime

This monster does not appear in any breeding patterns as a Mate Monster. See Slime Family patterns.



<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
HerbMan	Dragon Family	FaceTree
This monster does no	t appear in any breed	ding patterns as a
Mate Monster. See P	lant Family patterns.	

HoodSauid (Water) Page 90

Hoodsquid	(Water) rase 50		
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born	
	1EyeClown		
HoodSquid	Reaper	WhaleMage	
	RushFish		
HoodSquid	SlimeFamily	Starfish	
This monster does no	t appear in any breed	ing patterns as a	
Mate Monster. See V	Vater Family patterns.		

(Zambia) Page 80 Hork

HOLK	(Zombie) Page 80	
<b>Base Monster</b>	Mate Monster	Monster Born
Hork	Devil Family	Reaper
Hork	EvilBeast Golem Grizzly GulpBeast MadCat MadCondor MadRaven Ogre StoneMan	Skeletor
Hork	Hork	Inverzon
This manatar does no	at annear in any broad	ing pottorne ac a

This monster does not appear in any breeding patterns as a Mate Monster. See Zombie Family patterns.

(Bug) Page 72 HornBeet

Homber	(243) 1430 17	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
DeadNite Mummy	HornBeet	BoneSlave
HornBeet	HornBeet	Armorpion
Material Family	HornBeet	StoneMan

lceMan (Material) Page 86

ICEMIAN	(Material) rage ob	
<b>Base Monster</b>	Mate Monster	Monster Born
Bird Family	IceMan	Blizzardy
Beast Family	IceMan	Grizzly
BossTroll	IceMan	EvilWell
Dumbira		
Goategon		
Grizzly		
IronTurt	IceMan	GulpBeast
Trumpeter	ICEIVIAII	Guippeast
Unicorn		
WildApe		
Yeti		
GulpBeast	IceMan	Trumpeter
	Charles and the Control of the Contr	

IceMan	(Material) continued	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
IceMan	Devil Family	Balzak
IceMan	LavaMan	GoldGolem

(Zombie) Page 80 Inverzon

This monster does not appear in any breeding patterns as a Base Monster or Mate Monster. See Zombie Family patterns.

Iron Turt (Roact) Page 58

Iron lurt	(Beast) Page 58	
<b>Base Monster</b>	Mate Monster	Monster Born
Bird Family	IronTurt	Phoenix
Bug Family MultiEyes	IronTurt	ArmorPede
IronTurt	BattleRex Gasgon MadDragon Pteranod SkyDragon Swordgon	Yeti
IronTurt	Golem IceMan LavaMan MetalDrak Roboster StoneMan	GulpBeast

lamirus (Devil) Page 77

Base Monster	Mate Monster	Monster Born
FunkyBird	Jamirus	Garudian
Jamirus	Rosevine	Sidoh
Jamirus	Serpentia	Durran
WhipBird	Jamirus	Shantak

**lewelBag** (Material) Page 86

Jeweibus	(Material) Lage 30	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
GulpBeast Tonguella	JewelBag	SuperTen
JewelBag	Material Family	Goopi
Water Family	JewelBag	RogueWave

KingCohra (Dragon) Page 52.

rungeobra	(Bragon) rage of		CONTRACTOR OF THE PARTY OF	
Base Monster	Mate M	onster	Monster	Born
KingCobra	Dracky		SnakeBat	
This monster does n	ot appear ir	any breed	ling patterns	as a

Mate Monster. See Dragon Family patterns.



KingLeo	(Beast) Page 58		
Base Monster	<b>Mate Monster</b>	Monster Born	
AgDevil			
Gigantes	KingLeo	ArcDemon	
Grendal			
Dragon Family	KingLeo	BattleRex	
KingSlime	KingLeo	SpotKing	
MetalKing		Opoticing	
Material Family	KingLeo	Roboster	
MetalDrak	KingLeo	LavaMan	
Niterich	KingLeo	WhiteKing	
Skeletor			
Pizzaro	KingLeo	Esterk	
Roboster	KingLeo	IceMan	
Roboster 2			
Slime Family	KingLeo	FangSlime	
SpotKing	KingLeo	KingSlime	
This monster does not appear in any breeding patterns as a			
Base Monster. See Beast Family patterns.			

KingSlime	(Slime) Page 47	
Base Monster	Mate Monster	Monster Born
AgDevil Gigantes Grendal	KingSlime	ArcDemon
Dragon Family	KingSlime	GreatDrak
Gismo	KingSlime	CloudKing
KingSlime	BattleRex BossTroll Centasaur DeadNoble Divinegon Gigantes GreatDrak KingLeo MadCondor Unicorn WhipBird WhiteKing ZapBird	SpotKing
KingSlime	GoldGolem	GoldSlime
KingSlime	MetalDrak	MetalKing

KingSquid	(Water) Page 91	
<b>Base Monster</b>	Mate Monster	Monster Born
Gismo	KingSquid	CloudKing
KingSquid	Slime Family	Starfish
		(08)

KiteHawk	(Bird) Page 62	
<b>Base Monster</b>	Mate Monster	Monster Born
KiteHawk	Beast Family	Emyu
KiteHawk	BigRoost	MadCondor
Plant Family	KiteHawk	EvilSeed

LampGenie	(Devil) Page 7	77
<b>Base Monster</b>	Mate Monster	Monster Born
Gismo	LampGenie	CloudKing
This monster does not appear in any breeding patterns as a		
Base Monster. See Devil Family patterns.		

LandOwl	(Bird) Page 63	
<b>Base Monster</b>	Mate Monster	Monster Born
DeadNite Mummy	Land0wl	BoneSlave
EvilWand Golem StoneMan Voodoll	Land0wl	SabreMan
Grizzly GulpBeast Tonguella Yeti	Land0wl	Trumpeter
Land0wl	Devil Family	MadCondor
LandOwl	Digster Golem Merman MetalDrak RockSlime SlimeBorg StoneMan	WhipBird
Land0wl	Dragon Family Zombie Family	MadGoose

LavaMan	(Material) Page 86	
<b>Base Monster</b>	Mate Monster	Monster Born
Beast Family	LavaMan	Grizzly
Bird Family	LavaMan	Phoenix
Dumbira		
Goategon		
Grizzly		
IronTurt	LovaMan	CulaBaset
Trumpeter	LavaMan	GulpBeast
Unicorn		
WildApe		
Yeti		
GulpBeast	LavaMan	Trumpeter
IceMan	LavaMan	GoldGolem
LavaMan	Devil Family	Balzak
LavaMan	BossTroll	GoldGolem
Ogre	LavaMan	EvilWell



Lazamanus (Zombie) Page 80

Base Monster Mate Monster Monster Born
This monster does not appear in any breeding patterns as a Base Monster or a Mate Monster. See Zombie Family patterns.

Lionex	(Devil) Page 77	
<b>Base Monster</b>	Mate Monster	
BattleRex		
Gasgon	Lionex	Andreal
MadDragon	LIUITEX	Alluicai
SkyDragon		
Blizzardy		
Phoenix	Lionex	Garudian
ZapBird		
BoneSlave		
CaptDead		
MadSpirit	Lionex	DeadNoble
Mudron		
Skeletor		
Dragon Family	Lionex	BattleRex
GreatDrak	Lionex	Serpentia
Lionex	MimeSlime	ChopClown
LizardMan	Lionex	Rayburn
Octogon	Lionex	Octoraid

(Rug) Page 72 Linsy

шрзу	(Dus) ruse re	
<b>Base Monster</b>	Mate Monster	Monster Born
GulpBeast Tonguella	Lipsy	SuperTen
Lipsy	Angleron Aquarella Octokid Slime Family	Droll
Material Family	Lipsy	Voodoll
Plant Family	Lipsy	Eggplaton
Zombie Family	Lipsy	Mudron

LizardFly (Dragon) Page 52

<b>Base Monster</b>	Mate Mons	ter Monster Born
Beast Family	LizardFly	FairyRat
This monster does not appear in any breeding patterns as a		
Base Monster. See I	Dragon Family pa	atterns.

LizardMan (Dragon) Page 52

Base Monster	Mate Monster	Monster Born
Beast Family	LizardMan	Goategon
Devil Family	LizardMan	Lionex

LizardMan	(Dragon) continued	
<b>Base Monster</b>	Mate Monster	Monster Born
LizardMan	Copycat DarkHorn MadKnight StoneMan WhipBird	Coatol
LizardMan	FaceTree GateGuard Gigantes GoatHorn Lionex MadCat Trumpeter WingSlime	Rayburn
SuperTen	LizardMan	Dumbira

LordDraco	(???) Page 96	
<b>Base Monster</b>	Mate Monster	Monster Born
Orgodemir	LordDraco	Orgodemir (Transformed)
	ot appear in any breed	ing patterns as a
This monster does not Base Monster. See ?		ing patterns as a

MadCandle	(Material) Page 86	
<b>Base Monster</b>	Mate Monster	Monster Born
MadCandle	Anemon DrakSlime EvilSeed FireWeed MistyWing Wyvern	Gismo
This monster does not appear in any breeding patterns as a Mate Monster. See Material Family patterns.		
Wate Wollster. See Waterial Lamily patterns.		

MadCat	(Beast) Page 58	
<b>Base Monster</b>	Mate Monster	Monster Born
CaptDead		
DeadNite		
Hork	MadCat	Skeletor
Mudron		
Mummy		
LizardMan	MadCat	Rayburn
MadCat	BattleRex Gasgon MadDragon Pteranod SkyDragon Swordgon	Yeti
Merman	MadCat	MerTiger
Slime Family	MadCat	FangSlime



MadCondor (Bir	rd) Page	63
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Maaconaoi	(Bird) ruge 03	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
AgDevil		
Gigantes	MadCondor	GateGuard
Grendal		
BattleRex		
Gasgon	MadCondor	Andreal
MadDragon	MadCollagi	Allureal
SkyDragon		
CaptDead		
DeadNite		
Hork	MadCondor	Skeletor
Mudron		
Mummy		
Dragon Family	MadCondor	Rayburn
Grizzly		
GulpBeast	MadCondor	Trumpeter
Tonguella	WiduColluol	Trumpeter
Yeti		
KingSlime	MadCondor	SpotKing
MetalKing		opouting
	Digster	
	Golem	
	Merman	
MadCondor	MetalDrak	WhipBird
	RockSlime	
	SlimeBorg	
	StoneMan	
MadCondor	Dragon Family	MadGoose
	Zombie Family	
MadCondor	Gismo	ZapBird
MadCondor	MadPecker	Emyu
SpotKing	MadCondor	KingSlime

### (Dragon) Page 53 MadDragon

MauDiagon	(Diagon) rage 33	
<b>Base Monster</b>	<b>Mate Monster</b>	<b>Monster Born</b>
Devil Family	MadDragon	Grendal
Goategon IronTurt MadCat WildApe	MadDragon	Yeti
GulpBeast Tonguella	MadDragon	SuperTen
MadDragon	Akubar ArcDemon DeadNoble FunkyBird Goategon GoatHorn Golem Lionex MadCondor Ogre Trumpeter	Andreal

MadGoose	(Bird)	Page	63
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Base Monster	Mate Monster	Monster Born
DeadNite	MadGoose	BoneSlave
Mummy Dragon Family	MadGoose	Vampirus
EvilWand Golem StoneMan Voodoll	MadGoose	SabreMan
MadGoose	Beast Family	CragDevil
MadGoose	Digster Golem Merman MetalDrak RockSlime SlimeBorg StoneMan	WhipBird
RushFish	MadGoose	Digong
Water Family	MadGoose	Pumpoise

### MadGopher (Beast) Page 58

Base Monster	<b>Mate Mons</b>	ter Monster Born
MadGopher	Dumbira	BeastNite
This monster does n	ot appear in any	breeding patterns as a
Mate Monster, See	Beast Family pat	terns.

# MadHornet (Bug) Page 72

<b>Base Monster</b>	Mate Monster	Monster Born
MadHornet	GoHopper Zombie Family	Belzebub

This monster does not appear in any breeding patterns as a Mate Monster. See Bug Family patterns.

### MadKnight (Devil) Page 78

	Maartingine	(Bevil) ruse ro	
	Base Monster	<b>Mate Monster</b>	Monster Born
	BattleRex	N. Calledon	
	Gasgon		
	LizardMan	MadVaiabt	Castal
	Pteranod	MadKnight	Coatol
	SkyDragon		
	Vampirus		
	Dragon Family	MadKnight	BattleRex
This monster does not appear in any breeding patterns as a			

Base Monster. See Devil Family patterns.

MadMirror	(Material) Page 86	
<b>Base Monster</b>		Monster Born
SALES THE REAL PROPERTY.	Anemon	
	DrakSlime	
MadM:	EvilSeed	C:
MadMirror	FireWeed	Gismo

MistyWing Wyvern Plant Family MadMirror EvilSeed

(Bird) Page 63 MadPecker

Base Monster	<b>Mate Monster</b>	Monster Born
Beast Family	MadPecker	WildApe
MadCondor	MadPecker	Emyu
MadPecker	BigEye DarkEye	Emyu
Water Family	MadPecker	Pumpoise

MadPlant (Plant) Page 67

<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
GulpBeast Tonguella	MadPlant	SuperTen
MadPlant	Beast Family	DanceVegi
Slime Family	MadPlant	Healer
Zombie Family	MadPlant	Mudron

MadPayon (Rird) Page 63

Mauraven	(Dilu) rage 63	
<b>Base Monster</b>	Mate Monster	Monster Born
CaptDead		
DeadNite		
Hork	MadRaven	Skeletor
Mudron		
Mummy		
CragDevil	MadRaven	MadGoose
This monster does not appear in any breeding patterns as a		

Base Monster. See Bird Family patterns.

(Zombie) Page 80 MadSpirit

maacpinic	(2011)210/ 1 430 00		
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born	
MadSpirit	ArcDemon GateGuard Lionex MetalDrak Roboster Roboster2	DeadNoble	
MadSpirit	Devil Family	NiteWhip	
MadSpirit	Dragon Family	Skeletor	
This monster does not appear in any breeding patterns as a Mate Monster. See Zombie Family patterns.			

(Plant) Page 68 ManEater

<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
ManEater	ManEater	Snapper

(Devil) Page 78 MedusaEve

Wedusalye	(Devil) Tage 10	
<b>Base Monster</b>	Mate Monster	Monster Born
Andreal GreatDrak	MedusaEye	Orochi
Aquarella	MedusaEye	Gamanian
MedusaEye	Dragon Family	AgDevil
MedusaEye	Zombie Family	Gigantes
MedusaEye	Beast Family	Grendal

Merman	(Water) Page 91	
Base Monster	Mate Monster	Monster Born
Blizzardy		
Land0wl		
MadCondor	Merman	WhipBird
MadGoose		
ZapBird		
Merman	GulpBeast MadCat	MerTiger

MerTiger	(Water) Page 91	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
AgDevil		
Gigantes	MerTiger	Ogre
Grendal		
SuperTen	MerTiger	Dumbira
This monster does not appear in any breeding patterns as a		
Base Monster. See Water Family patterns.		

Metabble	(Slime) Page 47	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Bird Family	Metabble	Blizzardy
Metabble	BattleRex SkyDragon	SlimeBorg
Metabble	Metabble	MetalKing
WonderEgg	Metabble	MetalKing

MetalDrak	(Material) Page 87	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
AgDevil		
Gigantes	MetalDrak	ArcDemon
Grendal		
Beast Family	MetalDrak	Grizzly
Blizzardy		
LandOwl		
MadCondor	MetalDrak	WhipBird
MadGoose		
ZapBird		
BoneSlave		
CaptDead		
MadSpirit	MetalDrak	DeadNoble
Mudron		
Skeletor		
Dumbira		
Goategon		
Grizzly		
IronTurt	MetalDrak	GulpBeast
Trumpeter	WictaiDiak	Guipboust
Unicorn		
WildApe		
Yeti		
GulpBeast	MetalDrak	Trumpeter



MetalDrak	(Material) continued	
<b>Base Monster</b>		Monster Born
KingSlime SpotKing	MetalDrak	MetalKing
MetalDrak	ArcDemon BossTroll Centasaur KingLeo Orochi ZapBird	LavaMan
MetalDrak	Skullgon WhiteKing	IceMan
Roboster Roboster2	MetalDrak	MetalDrak
Slime Family	MetalDrak	Metaly
Trumpeter	MetalDrak	KingLeo

MetalKing (Slime) Page 47

MetalKing	(Slime) Page 47	
<b>Base Monster</b>	Mate Monster	Monster Born
AgDevil		100
Gigantes	MetalKing	ArcDemon
Grendal		
BoneSlave	MetalKing	WhiteKing
Dragon Family	MetalKing	GreatDrak
GoldGolem	MetalKing	DarkMate
	BattleRex	
	BossTroll	
	Centasaur	
	DeadNoble	
	Divinegon	
MetalKing	Gigantes	SpotKing
	GreatDrak	
	KingLeo	
	MadCondor	
	Unicorn	
	WhipBird	
	WhiteKing	
	ZapBird	
MotalVina	GoldGolem	ColdClima
MetalKing	MetalKing	GoldSlime
WhiteKing	MetalKing	Hargon
WonderEgg	MetalKing	GoldSlime

Metaly (Slime) Page 47

	(=::::-) : =3- ::	
<b>Base Monster</b>	Mate Monster	Monster Born
Bird Family	Metaly	Blizzardy
Metaly	Metaly	Metabble

MimeSlime	(Slime)	Page 48
	(	. 450 .0

Base Monster	Mate Monster	Monster Born
CatFly	MimeSlime	CatMage
Lionex	MimeSlime	ChopClown
MimeSlime	Pixy StubBird Zombie Family	HaloSlime

# Mimic (Material) Page 87

<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
GulpBeast Tonguella	Mimic	SuperTen
Mimic	Scallopa	EvilPot
RogueWave	Mimic	Scallopa

# MiniDrak (Dragon) Page 53

Base Monster Mate Monster Monster Born

This monster does not appear in any breeding patterns as a Base Monster or a Mate Monster. See Dragon Family patterns.

## Mirudraas (???) Page 96

Base Monster	Mate Monster	Monster Born
Mirudraas	Azurile	DeathMore
Mirudraas	Orligon Spikerous	Mirudraas (Transformed)
Zoma	Mirudraas	DeathMore

# Mirudraas (Transformed) (???) Page 96

<b>Base Monster</b>	Mate Monster	Monster Born
Mirudraas (Transformed)	Zoma	DeathMore
Zoma	Mirudraas (Transformed)	DeathMore

# MistyWing (Bird) Page 63

Wilsty Wills	(Dilu) Tage 05	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
AgDevil		
Gigantes	MistyWing	GateGuard
Grendal		
Goopi		
MadCandle	MistyWing	Gismo
MadMirror		
PutrePup	MistyWing	FoxFire
Zombie Family	MistyWing	NiteWhip

This monster does not appear in any breeding patterns as a Base Monster. See Bird Family patterns.





<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Slime	Mommonja	TropicGel
Water Family	Mommonja	Pumpoise
This monster does n	ot annear in any bree	ding natterns as a

This monster does not appear in any breeding patterns as a Base Monster. See Beast Family patterns.

# Moray (Water) Page 91

	•	, ,	
<b>Base Monster</b>	Mate	Monster	Monster Born
NiteWhip	Moray		CaptDead
This monster does n	ot appear	in any breed	ding patterns as a
Base Monster. See Water Family patterns.			

Base Monster	Mate Monster	Monster Born
MudDoll	MudDoll	Golem

# Mudou (???) Page 96

<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
DeathMore (Transformed)	Mudou	DeathMore (Final Form)
Grakos	Mudou	Poseidon
T1:		C

This monster does not appear in any breeding patterns as a Base Monster. See ??? Family patterns.

# Mudron (Zombie) Page 81

Mudron	(Zombie) Page 81	
<b>Base Monster</b>	Mate Monster	Monster Born
Beast Family	Mudron	SuperTen
Mudron	ArcDemon Copycat GateGuard Lionex MetalDrak Roboster	DeadNoble
Mudron	Bird Family	MadSpirit
Mudron	EvilBeast Golem Grizzly GulpBeast MadCat MadCondor MadRaven Ogre StoneMan	Skeletor

MultiEyes	(Bug) Page 72	
<b>Base Monster</b>	Mate Monster	Monster Born
MultiEyes	Butterfly Pyuro	Belzebub
MultiEyes	IronTurt RockSlime	ArmorPede

Tortragon
This monster does not appear in any breeding patterns as a Mate Monster. See Bug Family patterns.

# Mummy (Zombie) Page 81

within	(Zombie) ruse or		
<b>Base Monster</b>	Mate Monster	Monster Born	
Mummy	EvilBeast Golem Grizzly GulpBeast MadCat MadCondor MadRaven Ogre StoneMan	Skeletor	
Mummy	FloraMan Gremlin HornBeet LandOwl MadGoose RockSlime SlimeBorg	BoneSlave	

This monster does not appear in any breeding patterns as a Mate Monster. See Zombie Family patterns.

# Niterich (Zombie) Page 81

HICCHCH	(Zorrible) ruge or	
<b>Base Monster</b>	Mate Monster	Monster Born
	Andreal	
	Blizzardy	
	GoldGolem	
	Grakos	
Niterich	GreatDrak	WhiteKing
	KingLeo	
	WhaleMage	
	WhipBird	
	ZapBird	
PsychoPiz	Niterich	Orgodemir

# NiteWhip (Zombie) Page 81

Base Monster	Mate Monster	Monster Born
NiteWhip	Beast Family	FoxFire
NiteWhip	Moray	CaptDead
Plant Family	NiteWhip	FaceTree



NoctoKing (Beast) Page 59

Base Monster	<b>Mate Monste</b>	Monster Born
NoctoKing	Gigantes	Dumbira
This monster does not appear in any breeding patterns as a		
Mate Monster. See B	Beast Family patter	ns.

(Water) Page 91 Octogon **Monster Born** ??? Family KingSquid Octogon ChopClown EvilArmor Octoraid Octogon GateGuard Lionex KingSquid Octogon Octogon (if higher than +5)

Octogon Slime Family Starfish This monster does not appear in any breeding patterns as a Mate Monster. See Water Family patterns.

Octokid (Water) Page 91

<b>Base Monster</b>	Mate Monster	The same of the sa
Lipsy	Octokid	Droll
This monster does n	ot appear in any bree	ding patterns as a

Base Monster. See Water Family patterns.

(Water) Page 92 Octoraid **Mate Monster Monster Born** Base Monster DeadNoble Octoraid Niterich Skeletor GreatDrak Octoraid Serpentia Octoraid WarMantis Armorpion This monster does not appear in any breeding patterns as a Base Monster. See Water Family patterns.

Octoreach (Water) Page 92

Base Monster	Mate Monster	Monster Born
1EyeClown		
DarkEye	Octoreach	MedusaEye
Gremlin		
Bug Family	Octoreach	Eyeder
Octoreach	Octoreach	Octogon (if higher than +5)
Octoreach	Slime Family	Starfish

Ogre Base Monster	(Devil) Page 78	
BattleRex Gasgon MadDragon SkyDragon	Ogre	Andreal

Ogre	(Devil) continued	
<b>Base Monster</b>	Mate Monster	Monster Born
CaptDead		
DeadNite		
Hork	Ogre	Skeletor
Mudron		
Mummy		
Dragon Family	Ogre	BattleRex
	Balzak	
Ogra	GreatDrak	BossTroll
Ogre	StoneMan	DUSSITUII
	WalrusMan	
Ogre	Beast Family	Centasaur
Ogre	Dragon Family	ArcDemon
Ogre	LavaMan	EvilWell
Ogre	Material	EvilArmor
Ogre	Zombie Family	GateGuard
SabreMan	Ogre	Roboster

(Plant) Page 68 Oniono

Base Monster Mate Monster Monster Born
This monster does not appear in any breeding patterns as a Base Monster or a Mate Monster. See Plant Family patterns.

Orc (Devil) Page 78

<b>Base Monster</b>	Mate N	lonster	<b>Monster Born</b>
SuperTen	Orc		Dumbira
This monetar done n	ot annoar i	n any broad	ing patterne ac a

This monster does not appear in any breeding patterns as a Base Monster. See Devil Family patterns.

Orgodemir (???) Page 97

<b>Base Monster</b>	Mate Monster	Monster Born
Orgodemir	GigaDraco LordDraco	Orgodemir (Transformed)

This monster does not appear in any breeding patterns as a Mate Monster. See ??? Family patterns.

Orgodemir (Transformed) (???) Page 97

This monster does not appear in any breeding patterns as a Base Monster or a Mate Monster. See ??? Family patterns.

Orligon	(Dragon) Page 53	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Digong	Orligon	Aquadon
DracoLord (Dragon)	Orligon	LordDraco
Mirudraas	Orligon	Mirudraas (Transformed)

This monster does not appear in any breeding patterns as a Base Monster. See Dragon Family patterns.

Orochi (Dragon) Page 53

0.00	(2.030)	
Base Monster	<b>Mate Monster</b>	Monster Born
AgDevil		
Gigantes	Orochi	ArcDemon
Grendal		
DarkHorn	Orochi	Gorago
Hargon	Orochi	Baramos
MetalDrak	Orochi	LavaMan
SkyDragon	Orochi	Divinegon
Zombie Family	Orochi	Skullgon
T1		

This monster does not appear in any breeding patterns as a Base Monster. See Dragon Family patterns.

# PearlGel (Slime) Page 48

Base Monster Mate Monster Monster Born

This monster does not appear in any breeding patterns as a Base Monster or a Mate Monster. See Slime Family patterns.

Petiteel (Water) Page 92

	(	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Petiteel	Beast Family	Octoreach
Petiteel	Devil Family Dragon Family	SeaHorse
Petiteel	Material Family	Angleron
This monster does not appear in any breeding patterns as a		

Mate Monster. See Water Family patterns.

Phoenix (Rird) Page 64

HUEHIA	(Diru) rase 04	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Blizzardy	Phoenix	RainHawk
EvilWand		
Golem	Phoenix	SabreMan
StoneMan	FIIDEIIIX	Santeiviali
Voodoll		
Dragon Family	Phoenix	SkyDragon
Phoenix	Dragon Family	MadGoose
THOCHIX	Zombie Family	
Phoenix	Gismo	ZapBird
Phoenix	Lionex	Garudian

Picky (Bird) Page 64

<b>Base Monster</b>	<b>Mate Monster</b>	<b>Monster Born</b>
Dragon Family	Picky	MiniDrak
Picky	Slime Family	Dracky

PillowRat (Beast) Page 59

Base Monster. See Beast Family patterns.

	(2000)	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Plant Family	PillowRat	BeanMan
Slime	PillowRat	TropicGel
Slime Family	PillowRat	Healer
This monster does not appear in any breeding patterns as a		

Pixy	(Devil) Page 78	
<b>Base Monster</b>	Mate Monster	Monster Born
Angleron	Pixy	FishRider
MimeSlime	Pixy	HaloSlime
Pixy	Slime Family	1EyeClown
Plant Family	Pixy	TreeBoy
Puppetor	Pixy	Brushead

Pizzaro	(???) Page 97	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Pizzaro	Esterk	PsychoPiz
Pizzaro	Gorago KingLeo	Esterk

(Dragon) Page 53		
Mate Monster	Monster Born	
Poisongon	Babble	
	<b>Mate Monster</b>	

This monster does not appear in any breeding patterns as a Base Monster. See Dragon Family patterns.

PomPomBom (Zombie) Page 81

Base Monster	Mate Monst	er Monster Born
PomPomBom	Bird Family	MadSpirit
This monster does not appear in any breeding patterns as a		
Mate Monster. See 2	Zombie Family patt	terns.

Poseidon	(Water) Page 92		
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born	
DeathMore (Transformed)	Poseidon	DeathMore (Final Form)	
This monster does not appear in any breeding patterns as a			

Base Monster. See Water Family patterns.		
ProtoMech	(Material) Page 87	

Base Monster Mate Monster Monster Born
This monster does not appear in any breeding patterns as a
Base Monster or a Mate Monster. See Material Family patterns.

PsychoPiz	(???) Page 97	
<b>Base Monster</b>	Mate Monster	Monster Born
PsychoPiz	Niterich	Orgodemir
Zoma	PsychoPiz	AsuraZoma

Pteranod	(Dragon) Page 53	
<b>Base Monster</b>	<b>Mate Monster</b>	<b>Monster Born</b>
Goategon IronTurt MadCat WildApe	Pteranod	Yeti



(Dragon) continued Pteranod

Base Monster	Mate Monster	Monster Born
Pteranod	Copycat DarkHorn MadKnight StoneMan WhipBird	Coatol
Pteranod	Pteranod	Vampirus

**Pumpoise** (Water) Page 92

This monster does not appear in any breeding patterns as a Base Monster or a Mate Monster. See Water Family patterns.

**Puppetor** (Material) Page 87

<b>Base Monster</b>	Mate Monster	Monster Born
Puppetor	Demonite Pixy	Brushead
Puppetor	Devil Family	Voodoll
Stubsuck	Puppetor	GhosTree

**PutreFish** (Water) Page 92

Base Monster Mate Monster Monster Born
This monster does not appear in any breeding patterns as a Base Monster or a Mate Monster. See Water Family patterns.

Putrepup (Zombie) Page 81

	(	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Beast Family	Putrepup	ArrowDog
Putrepup	MistyWing	FoxFire

(Bug) Page 73 Pyuro

Base Monster	<b>Mate Monster</b>	Monster Born
Bird Family	Pyuro	FunkyBird
Butterfly	Pyuro	MadHornet
MultiEyes	Pyuro	Belzebub
Pvuro	Zombie Family	MadHornet

RainHawk (Bird) Page 64

<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Akubar	RainHawk	Jamirus
RainHawk	??? Family	Azurile

Rayburn (Dragon) Page 54

Base Monster	<b>Mate Monster</b>	Monster Born
Bird Family	Rayburn	WhipBird
Zombie Family	Rayburn	Skullgon

This monster does not appear in any breeding patterns as a Base Monster. See Dragon Family patterns.

RayGigas	(Water)	Page	93
, 0.3	(	5-	

	(	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Bug Family	RayGigas	GiantMoth
This monster does not appear in any breeding patterns as a		
Base Monster. See Water Family patterns.		

Reaper	(Zombie) Page 82		
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born	
Bug Family	Reaper	Sickler	
CatFly	Reaper	CatMage	
HoodSquid	Reaper	WhaleMage	
This monster does not appear in any breeding patterns as a			
Base Monster. See Zombie Family patterns.			

Roboster	(Material) Page 87	
Base Monster	<b>Mate Monster</b>	<b>Monster Born</b>
AgDevil		
Gigantes	Roboster	Ogre
Grendal		
Beast Family	Roboster	Grizzly
BoneSlave		
CaptDead		
MadSpirit	Roboster	DeadNoble
Mudron		
Skeletor		
Dumbira		
Goategon		
Grizzly		
IronTurt		GulpBeast
Trumpeter	Roboster	
Unicorn		
WildApe		
Yeti		
GulpBeast	Roboster	Trumpeter
Roboster	Bird Family	CurseLamp
Roboster	Bug Family	BombCrag
	Dragon Family	
Roboster	MetalDrak	MetalDrak
Roboster	KingLeo	IceMan
Roboster	Roboster	Roboster 2
nonostei	noboster	(if higher than +5)
Dahastar	RushFish Zombie Family	Mimic
Roboster		IVIIIIIC
Roboster	Slime Family	ProtoMech
Slime Family /	Roboster	SlimeBorg



<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
DeadNoble	Debester 2	Niterich
Skeletor	Roboster 2	Miterion
MadSpirit	Roboster 2	DeadNoble
Roboster 2	Bird Family	CurseLamp
Roboster 2	Dragon Family MetalDrak	MetalDrak
Roboster 2	KingLeo	IceMan
Roboster 2	Slime Family	ProtoMech

### RockSlime (Slime) Page 48

<b>Base Monster</b>	Mate Monster	Monster Born
Bird Family	RockSlime	StubBird
Blizzardy		
Land0wl		
MadCondor	RockSlime	WhipBird
MadGoose		
ZapBird		
DeadNite	RockSlime	BoneSlave
Mummy	nockonne	Dulleslave
Golem	RockSlime	Voodoll
StoneMan	Hockomile	VOOUOII
MultiEyes	RockSlime	ArmorPede
Plant Family	RockSlime	EvilSeed
RockSlime	GreatDrak	SlimeBorg

### (Material) Page 88 RogueNite

<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Devil Family	RogueNite	MadKnight
RogueNite	Devil Family	ProtoMech
WarMantis	RogueNite	Armorpion

# RogueWave (Water) Page 93

Base Monster	Mate Monster	
RogueWave	Devil Family Mimic	Scallopa

This monster does not appear in any breeding patterns as a Mate Monster. See Water Family patterns.

### (Plant) Page 68 Rosevine

HOSCHIIC	(i laily i age o	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
AgDevil	CM DISCOVERY	
Gigantes	Rosevine	GateGuard
Grendal		
Jamirus	Rosevine	Sidoh
Rosevine A	Gigantes	Egdracil
6 P		

### (Zombie) Page 82 RotRaven

<b>Base Monster</b>	<b>Mate Monster</b>	<b>Monster Born</b>
RotRaven	Bird Family	WindMerge
This monster does no	ot appear in any bree	ding patterns as a
Mate Monster, See 2	Combie Family pattern	IS.

### RushFish (Water) Page 93

Musili isii	(Water) ruge 33	
<b>Base Monster</b>	Mate Monster	Monster Born
HoodSquid	RushFish	WhaleMage
Roboster	RushFish	Mimic
RushFish	Gigantes Golem MadGoose Spikerous WildApe	Digong

### SahreMan (Material) Page 88

Subicivian	(Material) Tage 66	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
<b>Beast Family</b>	SabreMan	MadGopher
	DeadNoble	
Market State of the State of th	EvilArmor	
	GreatDrak	
SabreMan	Grendal	Roboster
	Ogre	
	Skeletor	
	SlimeBorg	
	Unicorn	
SuperTen	SabreMan	Dumbira
Superien	Sabreivian	Dumbira

### Saccer (Reast) Page 59

oucce.	(Bedse) . age so	
<b>Base Monster</b>	Mate Monster	Monster Born
Bug Family	Saccer	GiantMoth
Saccer	Dragon Family	Antbear

### Scallopa (Water) Page 93

Base Monster	Mate Monster	Monster Born
Mimic	Scallopa	EvilPot
This monster does n	ot appear in any bre	eding patterns as a

Base Monster. See Water Family patterns.

### SeaHorse (Water) Page 93

	(
<b>Base Monster</b>	Mate Monster Monster Born
This man day days	

This monster does not appear in any breeding patterns as a Base Monster or a Mate Monster. See Water Family patterns.

### Serpentia (Dragon) Page 54

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Base Monster	<b>Mate Monster</b>	Monster Born
DeadNoble Skeletor	Serpentia	Niterich
Jamirus	Serpentia	Durran
SkyDragon	Serpentia	Divinegon
	ot appear in any breed	

Base Monster. See Dragon Family patterns.



Servant (Zombie) Page 82

Servant	Andreal	DracoLord
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born

This monster does not appear in any breeding patterns as a Mate Monster. See Zombie Family patterns.

Shadow (Zombie) Page 82

Siludow	(Zombie) ruse oz	
<b>Base Monster</b>		Monster Born
ArrowDog	Shadow	NoctoKing
This monster does no	ot appear in any breed	ing patterns as a
Base Monster, See Z	ombie Family patterns	

Shantak (Bird) Page 64

Base Monster	<b>Mate Monste</b>	Monster Born
Shantak	GoldGolem	Azurile
This monster does n	ot appear in any bre	eeding patterns as a
Mate Monster. See I	Bird Family patterns	

Sickler (Bug) Page 73

(243) 1430 13		
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
CatFly	Sickler	CatMage
Sickler	Devil Family	WarMantis

Sidoh (???) Page 97

<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
DracoLord DracoLord (Dragon)	Sidoh	Zoma
Sidoh	Titanis	Genosidoh

Skeletor (Zombie) Page 82

Siterctor	(Zombie) ruse	. 0~
Base Monster	<b>Mate Monster</b>	Monster Born
Bird Family	Skeletor	Blizzardy
Dumbira		
Grizzly		
Tonguella	Chalatas	CulaDaast
Trumpeter	Skeletor	GulpBeast
Unicorn		
WildApe		
Yeti		
GreatDrak	Skeletor	Serpentia
SabreMan	Skeletor	Roboster
	Andreal	
	Blizzardy	
	GoldGolem	
	Grakos	
Skeletor	GreatDrak	WhiteKing
HARD BOOK HAR	KingLeo	
	WhaleMage	
Single State of the State of th	WhipBird	
	ZapBird	

Skeletor	(Zombie) continued	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Skeletor	ArcDemon Copycat GateGuard Lionex MetalDrak Roboster	DeadNoble
Skeletor	Bird Family	MadSpirit
Skeletor	Dragon Family	Skullgon
Skeletor	Octoraid Roboster2 Serpentia	Niterich
Skeletor	Skeletor	Servant

Skularach (Bug) Page 73

This monster does not appear in any breeding patterns as a Base Monster or a Mate Monster. See Bug Family patterns.

Skullgon (Zombie) Page 82

Skungon	(Lonnoic) ruse of	
Base Monster	<b>Mate Monster</b>	Monster Born
AgDevil		
Grendal	Skullgon	GateGuard
Gigantes		
Bird Family	Skullgon	Blizzardy
Dumbira		
Grizzly		
Tonguella		
Trumpeter	Skullgon	GulpBeast
Unicorn		
WildApe		
Yeti		
MetalDrak	Skullgon	IceMan
Skullgon	Bird Family	MadSpirit
Skullgon	Copycat	DeadNoble
Skullgon	Dragon Family	Skullgon
Skullgon	KingSlime	WhiteKing
	Base Monster AgDevil Grendal Gigantes Bird Family Dumbira Grizzly Tonguella Trumpeter Unicorn WildApe Yeti MetalDrak Skullgon Skullgon	Base Monster Mate Monster AgDevil Grendal Skullgon Gigantes Bird Family Skullgon Dumbira Grizzly Tonguella Trumpeter Skullgon Unicorn WildApe Yeti MetalDrak Skullgon Skullgon Bird Family Skullgon Skullgon Copycat Skullgon Dragon Family

Skullroo (Beast) Page 59

Base Monster	Mate Monster	Monster Born
Slime Family	Skullroo	Slabbit
This monster does not appear in any breeding patterns as a		
Base Monster. See Beast Family patterns.		

Skulpent (Zombie) Page 83

Situipent	(Lonnoic) rase	. 00
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Skulpent	Devil Family	DeadNite
Skulpent	Dragon Family	Skullgon
This monster does no	t appear in any breed	ing patterns as a
Mate Monster, See Z	ombie Family patterns	



SkulRider (Devil) Page 78

Base Monster	Mate Monster	Monster Born
Angleron	SkulRider	FishRider
Material Family	SkulRider	Roboster
SkulRider	Beast Family	Grendal
SkulRider	Dragon Family	AgDevil
SkulRider	Zombie Family	Gigantes

SkyDragon (Dragon) Page 54

SkyDragon	(Dragon) Page 54	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Gismo	SkyDragon	CloudKing
Goategon		
IronTurt	ClauDragan	Yeti
MadCat	SkyDragon	reu
WildApe		
Metabble	SkyDragon	SlimeBorg
	Akubar	
	ArcDemon	
	DeadNoble	
	FunkyBird	
	Goategon	
SkyDragon	GoatHorn	Andreal
	Golem	
	Lionex	
	MadCondor	
	Ogre	
	Trumpeter	
SkyDragon	BossTroll	GigaDraco
SkyDiagoli	Gigantes	digablaco
	Copycat	
	DarkHorn	
SkyDragon	MadKnight	Coatol
	StoneMan	
	WhipBird	
SkyDragon	Orochi	Divinegon
Skybraguii	Serpentia	Divilleguii

Slabbit (Slime) Page 48

Base Monster Mate Monster Monster Born

This monster does not appear in any breeding patterns as a Base Monster or a Mate Monster. See Slime Family patterns.

Slime (Slime) Page 48

Cilitie	(5111116) 1 456	.0
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Slime	Copycat	HaloSlime
Slime	Mommonja PillowRat	TropicGel
Slime	Slime	KingSlime (if higher than +4)

SlimeBorg	(Slime) Page 48	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
AgDevil		
Gigantes	SlimeBorg	GateGuard
Grendal		
Blizzardy		
Land0wl		
MadCondor	SlimeBorg	WhipBird
MadGoose		
ZapBird		
DeadNite	SlimeBorg	BoneSlave
Mummy	Sillieburg	Dulleslave
SabreMan	SlimeBorg	Roboster
This monster does not appear in any breeding patterns as a		
Base Monster, See Slime Family natterns		

SlimeNite	(Slime) Page 49	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Golem StoneMan	SlimeNite	Voodoll
SlimeNite	Spikerous	SlimeBorg
TreeBoy	SlimeNite	FooHero

Slurperon	(Plant) Page 6	8
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
EvilSeed	Slurperon	ManEater
This monster does not appear in any breeding patterns as a		
Base Monster, See P	lant Family patterns.	

Snaily	(Slime) Page 49	
<b>Base Monster</b>	Mate Monster	Monster Born
Golem StoneMan	Snaily	Voodoll
Material Family	Snaily	EvilPot
This monster does not appear in any breeding patterns as a		
Base Monster. See Slime Family patterns.		

SnakeBat	(Dragon) Page 54	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Bird Family	SnakeBat	WhipBird
This monster does not appear in any breeding patterns as a		
Base Monster, See Dragon Family patterns.		

Snapper	(Plant) Page 6	8
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
GhosTree	Snapper	FaceTree
This monster does not appear in any breeding patterns as a		
Base Monster. See Plant Family patterns.		



Spikerous (Dragon) Page 54

<b>Base Monster</b>	Mate Monster	Monster Born
Mirudraas (Transformed)	Spikerous	Mirudraas
RushFish	Spikerous	Digong
SlimeNite	Spikerous	SlimeBorg
StoneMan	Spikerous	MetalDrak
This was a second as a second		1

This monster does not appear in any breeding patterns as a Base Monster. See Dragon Family patterns.

SpikyBoy (Material) Page 88

<b>Base Monster</b>	Mate Monster Monster Born		
SpikyBoy	SpikyBoy	BombCrag	
Water Family	SpikyBoy	Pumpoise	

Spooky (Zombie) Page 83

<b>Base Monster</b>	Mate Monster	Monster Born
Bug Family	Spooky	Droll
Spooky	Beast Family	Hork
Spooky	Devil Family	Reaper

SpotKing (Slime) Page 49

9000	(5) . 450	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
AgDevil		
Gigantes	SpotKing	ArcDemon
Grendal		
DeadNoble	SpotKing	WhiteKing
Dragon Family	SpotKing	GreatDrak
Gismo	SpotKing	CloudKing
	BattleRex	
	BossTroll	
	Centasaur	
	DeadNoble	
	Divinegon	
	Gigantes	
SpotKing	GreatDrak	KingSlime
	KingLeo	
	MadCondor	
	Unicorn	
	WhipBird	
	WhiteKing	
	ZapBird	
SpotKing	GoldGolem	GoldSlime
SpotKing	MetalDrak	MetalKing

SpotSlime (Slime) Page 49

<b>Base Monster</b>	<b>Mate Monster</b>	<b>Monster Born</b>
SpotSlime	SpotSlime	SpotKing (if higher than +4)

StagBug (Bug) Page 73

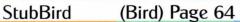
Base Monster Mate Monster Born
StagBug StagBug HornBeet

Starfish (Water) Page 93

Base Monster Mate Monster Monster Born

This monster does not appear in any breeding patterns as a Base Monster or a Mate Monster. See Water Family patterns.

StoneMan	(Material) Page 88	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
BattleRex Gasgon LizardMan Pteranod SkyDragon Vampirus	StoneMan	Coatol
Beast Family	StoneMan	Grizzly
Blizzardy LandOwl MadCondor MadGoose ZapBird	StoneMan	WhipBird
CaptDead DeadNite Hork Mudron Mummy	StoneMan	Skeletor
Centasaur Ogre	StoneMan	BossTroll
Dumbira Goategon Grizzly IronTurt Trumpeter Unicorn WildApe Yeti	StoneMan	GulpBeast
GulpBeast	StoneMan	Trumpeter
Slime Family StoneMan	StoneMan Andreal GreatDrak Spikerous	RockSlime MetalDrak
StoneMan	DrakSlime RockSlime SlimeNite Snaily	Voodoll
StoneMan	FunkyBird LandOwl MadGoose Phoenix	SabreMan



Base Monster Mate Monster Monster Born

MimeSlime StubBird HaloSlime

This monster does not appear in any breeding patterns as a Base Monster. See Bird Family patterns.

Stubsuck	(Plant)	Page 68
Stubbuch 1	(i lalit)	I use oo

0 10.00 0.0	(	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Beast Family	StubBird	HammerMan
Stubsuck	Puppetor Zombie Family	GhosTree

# SuperTen (Beast) Page 59

<b>Base Monster</b>	Mate Monster	Monster Born
Bird Family	SuperTen	Blizzardy
	BeastNite	
	Bubblemon	
	LizardMan	
SuperTen	MerTiger	Dumbira
	Orc	
	SabreMan	
	WalrusMan	
SuperTen	Dragon Family	Trumpeter

# Swordgon (Dragon) Page 54

Swordson (Brason) rases i		
<b>Base Monster</b>	Mate Monster Monster Born	
AgDevil		
Gigantes	Swordgon	GateGuard
Grendal		
DrakSlime	Swordgon	SlimeBorg
Goategon		
IronTurt	Swordgon	Yeti
MadCat	Tett	
WildApe		
Zombie Family	Swordgon	Skullgon
This monster does not appear in any breeding patterns as a		
Base Monster. See Dragon Family patterns.		

### TailFater (Bug) Page 73

TuilLutei	iEuter (Dus) ruse rs	
Base Monster	Mate Monster	Monster Born
TailEater	Devil Family	MultiEyes
TailEater	TailEater	Droll

## Titanis (Devil) Page 79

Base Monster	se Monster Mate Monster Monster Born	
DeathMore	Titanis	DeathMore (Transformed)
Sidoh	Titanis	Genosidoh
	ot appear in any breed Devil Family patterns.	ding patterns as a

# ToadStool (Plant) Page 69

Base Monster Mate Monster Monster Born
This monster does not appear in any breeding patterns as a
Base Monster or a Mate Monster. See Plant Family patterns.

Tonguella	(Beast) Page 59	
<b>Base Monster</b>	Mate Monster	Monster Born
Tonguella	Copycat Demonite FaceTree FangSlime FunkyBird Gremlin JewelBag Lipsy MadDragon MadPlant Mimic TreeSlime	SuperTen
Tonguella	DeadNoble Digster Skeletor Skullgon WhiteKing	GulpBeast
Tonguella	LandOwl MadCondor WhipBird ZapBird	Trumpeter
Tonguella	Slime Family	Unicorn
Zombie Family	Tonguella	Mudron

# Tortragon (Dragon) Page 55

Base Monster	Mate Monster	Monster Born	
Beast Family Tortragon IronTurt			
MultiEyes Tortragon ArmorPede			
This monster does not appear in any breeding patterns as a			
Base Monster. See Dragon Family patterns.			

TreeBoy (Plant) Page 69

песьоу	(i lait) rase os	
<b>Base Monster</b>	Mate Monster	Monster Born
CatFly	TreeBoy	CatMage
Healer	TreeBoy	MimeSlime
	BeastNite	
TreeBoy	HammerMan	FooHero
	SlimeNite	

necesimile (Sinne) ruse 13	TreeSlime	(Slime)	Page 49
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Base Monster	Mate Monster	Monster Born
GulpBeast Tonguella	TreeSlime	SuperTen
TreeSlime	Beast Family	TropicGel



TropicGel (Slime) Page 49

Mate Monster Monster Born TropicGel Bird Family FunkyBird This monster does not appear in any breeding patterns as a Base Monster. See Slime Family patterns.

Trumpeter	(Beast) Page 60	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
AgDevil		
Gigantes	Trumpeter	ArcDemon
Grendal		
BattleRex		
Gasgon	Trumpeter	Andreal
MadDragon	Humpeter	Alluleal
SkyDragon		
Bird Family	Trumpeter	Blizzardy
DeadNoble		
Digster		
Dragon Family		
Golem		
IceMan		
LavaMan	Trumpeter	GulpBeast
Roboster		
Skeletor		
Skullgon		
StoneMan		
WhiteKing		
LizardMan	Trumpeter	Rayburn
Material Family	Trumpeter	Roboster
Slime Family	Trumpeter	FangSlime
	Balzak	
State of the state	BossTroll	
Trumpeter	GoldGolem	KingLeo
ESTABLE DE LA LA	MetalDrak	
	Trumpeter	
Trumpeter	Slime Family	Unicorn

Unicorn (Beast) Page 60

Cilicolli	(Deusty ruse of	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
AgDevil		
Gigantes	Unicorn	Ogre
Grendal		
CatMage	Unicorn	MadCat
Dragon Family	Unicorn	GreatDrak
KingSlime	Unicom	Cnatking
MetalKing	Unicorn	SpotKing
SabreMan	Unicorn	Roboster
SpotKing	Unicorn	KingSlime

Unicorn	(Beast) continued	
<b>Base Monster</b>	Mate Monster	Monster Born
	DeadNoble	
	Digster	
	Golem	
	IceMan	
	LavaMan	
Unicorn	MetalDrak	GulpBeast
	Roboster	
	Skeletor	
	Skullgon	
	StoneMan	
	WhiteKing	

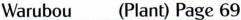
Vampirus	(Dragon) Page 55	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Blizzardy	Vampirus	RainHawk
Vampirus	Copycat DarkHorn MadKnight StoneMan WhipBird	Coatol

Voodoll	(Material) Page 88	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Dragon Family	Voodoll	Chamelgon
Voodoll	FunkyBird LandOwl MadGoose Phoenix	SabreMan

WalrusMan	(Water) Page 94	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
AgDevil		
Gigantes	WalrusMan	Ogre
Grendal		
Centasaur	Malaus Man	Daga Tuall
Ogre	WalrusMan	BossTroll
SuperTen	WalrusMan	Dumbira
This monster does not appear in any broading patterns as a		

This monster does not appear in any breeding patterns as a Base Monster. See Water Family patterns.

WarMantis	(Bug) Page 73	
<b>Base Monster</b>	Mate Monster	Monster Born
WarMantis	CancerMan Octoraid RogueNite	Armorpion
WarMantis	Devil Family	HornBeet
WarMantis	Slime Family	Sickler
This monster does not appear in any breeding patterns as a Mate Monster. See Bug Family patterns.		



This monster does not appear in any breeding patterns as a

Base Monster or a Mate Monster. See Plant Family patterns.

### Watabou (Plant) Page 69

<b>Mate Monster</b>	Monster Born
Watabou	Darkdrium

This monster does not appear in any breeding patterns as a Base Monster. See Plant Family patterns.

### WeedBug (Bug) Page 74

<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
WeedBug	Anemon Plant Family	TailEater
Zombie Family	WeedBug	Reaper

### WhaleMage (Water) Page 94

<b>Base Monster</b>	Mate Monster	Monster Born
CancerMan	WhaleMage	HoodSquid
Gismo	WhaleMage	CloudKing
Niterich Skeletor	WhaleMage	WhiteKing

This monster does not appear in any breeding patterns as a Base Monster. See Water Family patterns.

### WhipBird (Bird) Page 64

Base Monster	Mate Monster	Monster Born
AgDevil Gigantes	WhipBird	ArcDemon
Grendal		
BattleRex		
Gasgon		
LizardMan	WhipBird	Coatol
Pteranod	Winpond	Could
SkyDragon		
Vampirus Drogon Family	WhipBird	GreatDrak
Dragon Family Grizzly	vviiipbiru	Greaturak
GulpBeast		
Tonguella	WhipBird	Trumpeter
Yeti		
KingSlime	WhipBird	SpotKing
MetalKing	vviiipbii u	Sporking
Niterich	WhipBird	WhiteKing
Skeletor		
SpotKing	WhipBird	KingSlime
WhipBird	Gismo	ZapBird
WhipBird	GreatDrak Jamirus	Shantak
	Jannus	

WhiteKing	(Zombie) Page 83	
<b>Base Monster</b>	Mate Monster	Monster Born
Armorpion	WhiteKing	Skularach
AgDevil		
Gigantes	WhiteKing	GateGuard
Grendal		
Bird Family	WhiteKing	Blizzardy
Dumbira		
Grizzly		
Tonguella		
Trumpeter	WhiteKing	GulpBeast
Unicorn		
WildApe		
Yeti		
Gismo	WhiteKing	CloudKing
KingSlime		C4V:
MetalKing	WhiteKing	SpotKing
MetalDrak	WhiteKing	IceMan
SpotKing	WhiteKing	KingSlime
WhiteKing	Devil Family	Servant
WhiteKing	DracoLord	Lazamanus
WhiteKing	Dragon Family	Skullgon
WhiteKing	MetalKing	Hargon

### (Beast) Page 60 WildApe

William tpc	(Beast) Lage	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
RushFish	WildApe	Digong
	BattleRex	
	Gasgon	
WildApe	MadDragon	Yeti
	Pteranod	
	SkyDragon	
	Swordgon	
	DeadNoble	
	Digster	
	Golem	
	IceMan	
	LavaMan	
WildApe	MetalDrak	GulpBeast
	Roboster	
	Skeletor	
	Skullgon	
	StoneMan	
	WhiteKing	
WildApe	Slime Family	Unicorn
WildApe	WildApe	Trumpeter

### WindBeast (Beast) Page 60

Base Monster. See Beast Family patterns.

<b>Base Monster</b>	Mate Monster	Monster Born
Zombie Family	WindBeast	WindMerge
This monster does n	ot appear in any bree	ding patterns as a



WindMerge (Zombie) Page 83

Base Monster Mate Monster Monster Born This monster does not appear in any breeding patterns as a Base Monster or a Mate Monster. See Zombie Family patterns.

WingSlime (Slime) Page 50

Mate Monster Monster Born Rayburn WingSlime This monster does not appear in any breeding patterns as a

Base Monster. See Slime Family patterns.

WingSnake (Dragon) Page 55

WingSnake WingSnake Coatol

WingTree (Plant) Page 69

Material Family WingTree CurseLamp This monster does not appear in any breeding patterns as a

WonderFgg (Slime) Page 50

Base Monster. See Plant Family patterns.

11011461255	(Silitie) Tuge 30	
<b>Base Monster</b>	Mate Monster	Monster Born
Metaly	WonderEgg	Metabble
WonderEgg	Devil Family	MimeSlime
WonderEgg	GoldSlime	GranSlime
WonderEgg	Metabble	MetalKing
WonderEgg	MetalKing	GoldSlime
WonderEgg	Plant Family	TropicGel

Wyvern (Bird) Page 65

**Base Monster** Mate Monster Monster Born Goopi MadCandle Wyvern Gismo MadMirror **Dragon Family** MadGoose Wyvern

(Beast) Page 60 Yeti

<b>Base Monster</b>	Mate Monster	Monster Born
Bird Family	Yeti	Blizzardy
Yeti	DeadNoble Digster Dragon Family Golem IceMan LavaMan MetalDrak Roboster Skeletor Skullgon StoneMan WhiteKing	GulpBeast

Yeti	(Beast) continued	
<b>Base Monster</b>	Mate Monster	Monster Born
Yeti	LandOwl MadCondor WhipBird ZapBird	Trumpeter
Yeti	Slime Family	Unicorn
Zombie Family	Yeti	Mudron

(Bird) Page 65 7anBird

Zapbira	(Dilu) Tage 03	
Base Monster	Mate Monster	Monster Born
AgDevil		HT TO I
Gigantes	ZapBird	ArcDemon
Grendal		
Dragon Family	ZapBird	GreatDrak
Grizzly GulpBeast Tonguella Yeti	ZapBird	Trumpeter
KingSlime	7an Dird	SpotKing
MetalKing	ZapBird	Spotking
MetalDrak	ZapBird	LavaMan
Niterich	ZapBird	WhiteKing
Skeletor		
SpotKing	ZapBird	KingSlime
ZapBird	Digster Golem Merman MetalDrak RockSlime SlimeBorg StoneMan	WhipBird
ZapBird	Lionex	Garudian

7<sub>oma</sub> (???) Page 97

	(,	
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Mirudraas (Transformed)	Zoma	DeathMore
Zoma	Azurile Mirudraas Mirudraas (Transformed)	DeathMore
Zoma	PsychoPiz	AsuraZoma



# BREEDING PATTERNS BY MONSTER FAMILY

**Beast Family** 

Deast Family		
Base Monster	Mate Monster	Monster Born
AmberWeed	Beast Family	Stubsuck
ArcDemon	Beast Family	Goategon
Beast Family	??? Family	DarkHorn
Beast Family	Bird Family	CatFly
Beast Family	Bug Family	Saccer
	Devil Family	
	Golem	
	IceMan	
Beast Family	LavaMan	Grizzly
	MetalDrak	
	Roboster	
	StoneMan	
Beast Family	Dragon	MadCat
Beast Family	Dragon Family	Almiraj
	DrakSlime	
Beast Family	LizardMan	Goategon
	Drygon	
Beast Family	EyeBall	BigEye
Beast Family	DuckKite	Mommonja
Beast Family	EvilArmor	BeastNite
	FangSlime	Unicorn
Beast Family		
Beast Family	LizardFly	FairyRat
Beast Family	MadPecker	WildApe WindBeast
Beast Family	Material Family	
Beast Family	Mudron	SuperTen
Beast Family	Plant Family	PillowRat
Beast Family	PutrePup	ArrowDog
Beast Family	SabreMan	MadGopher
Beast Family	Slime Family	Tonguella
Beast Family	Stubsuck	HammerMan
Beast Family	Tortragon	IronTurt
Beast Family	Water Family	Beavern
Beast Family	Zombie Family	Skullroo
BigRoost		
Emyu	Beast Family	CragDevil
MadGoose		
Bird Family	Beast Family	BullBird
BossTroll		
GateGuard	Beast Family	Centasaur
Ogre		
Bug Family	Beast Family	Gophecada
Devil Family	Beast Family	Gremlin
Dragon Family	Beast Family	Tortragon
EvilBeast		
Gremlin	Beast Family	Grendal
MedusaEye	Deastrailing	Ulellual
SkulRider		

Beast Family continued

<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
FoxFire	Beast Family	PomPomBom
Gasgon	Beast Family	MadDragon
GoatHorn	Beast Family	BossTroll
KiteHawk	Beast Family	Emyu
MadPlant	Beast Family	DanceVegi
Material Family	Beast Family	MadCandle
NiteWhip	Beast Family	FoxFire
Petiteel	Beast Family	Octoreach
Plant Family	Beast Family	FloraMan
Slime Family	Beast Family	SpotSlime
Spooky	Beast Family	Hork
Tree Slime	Beast Family	TropicGel
Water Family	Beast Family	WalrusMan
Zombie Family	Beast Family	PutrePup

Rird Family

Bird Family		
Base Monster	Mate Monster	Monster Born
Beast Family	Bird Family	CatFly
Bird Family	??? Family	ZapBird
	ArcDemon	
	Copycat	
	DrakSlime	
Bird Family	Gismo	Phoenix
	Grizzly	
	GulpBeast	
	IronTurt	
	LavaMan	
Bird Family	Beast Family	BullBird
	Brushead	
Bird Family	DanceVegi	FunkyBird
Diru i anniy	Pyuro	Типкуыти
	TropicGel	
Bird Family	Bug Family	DuckKite
Bird Family	CoilBird	MadCondor
	DeadNoble	
	Goategon	
	IceMan	
	Metabble	
	Metaly	
Bird Family	Skeletor	Blizzardy
	Skullgon	
	SuperTen	
	Trumpeter	
	WhiteKing	
	Yeti	
Bird Family	Devil Family	MadPecker
Bird Family	Dragon Family	Wyvern
Bird Family	Droll	MadGoose
Bird Family	Facer	KiteHawk
Bird Family	Material Family	MistyWing
Bird Family	Plant Family	FloraJay



Bird Family continued

Dird Fairing Continued		
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Bird Family	Rayburn SnakeBat	WhipBird
Bird Family	RockSlime	StubBird
Bird Family	Slime Family	Picky
Bird Family	Water Family	AquaHawk
Bird Family	Zombie Family	MadRaven
BoneSlave		
DeadNite		
DeadNoble		
Mudron	Bird Family	MadSpirit
PomPomBom		
Skeletor		
Skullgon		
Bug Family	Bird Family	Butterfly
CatFly	Bird Family	WindBeast
Devil Family	Bird Family	Demonite
Dragon Family	Bird Family	Pteranod
Material Family	Bird Family	CoilBird
Plant Family	Bird Family	WingTree
Roboster	Bird Family	CurseLamp
Roboster2		Curseramb
RotRaven	Bird Family	WindMerge
Slime Family	Bird Family	WingSlime
Water Family	Bird Family	RayGigas
WonderEgg	Bird Family	HaloSlime
Zombie Family	Bird Family	RotRaven

**Bug Family** 

bug railily		
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Aquarella	Bug Family	Gamanian
Beast Family	Bug Family	Saccer
Bird Family	Bug Family	DuckKite
Bug Family	??? Family	Digster
Bug Family	1EyeClown Reaper	Sickler
Bug Family	AmberWeed Gamanian Octoreach	Eyeder
Bug Family	Beast Family	Gophecada
Bug Family	Bird Family	Butterfly
Bug Family	CancerMan DarkCrab	ArmyCrab
Bug Family	Devil Family	GiantWorm
Bug Family	Dragon Family	Catapila
Bug Family	FairyRat	MadHornet
Bug Family	FloraMan	TailEater
Bug Family	IronTurt	ArmorPede
Bug Family	Material Family	StagBug
Bug Family	Plant Family	WeedBug
Bug Family	RayGigas Saccer	GiantMoth

**Bug Family continued** 

<b>Base Monster</b>	Mate Monster	Monster Born
Bug Family	Slime Family	GiantSlug
Bug Family	Spooky	Droll
Bug Family	Water Family	Pyuro
Bug Family	Zombie Family	Lipsy
DarkMate	Bug Family	BombCrag
Roboster	Duy railily	DumbCrag
Devil Family	Bug Family	EyeBall
Dragon Family	Bug Family	FairyDrak
Material Family	Bug Family	SpikyBoy
Plant Family	Bug Family	CactiBall
Slime Family	Bug Family	Snaily
Water Family	Bug Family	Aquarella
Zombie Family	Bug Family	DarkCrab

Devil Family

Devil Family		
Base Monster	Mate Monster	Monster Born
ArmorPede	Devil Family	HornBeet
WarMantis		
Beast Family	Devil Family	Grizzly
Bird Family	Devil Family	MadPecker
Bug Family	Devil Family	GiantWorm
BullBird	Devil Family	Land0wl
Butterfly	Devil Family	GiantMoth
CatMage	Devil Family	BeastNite
Clawster	Devil Family	CancerMan
DarkCrab	Devil Family	NiteWhip
MadSpirit	Devii Faililly	
Devil Family	??? Family	ArcDemon
Devil Family	ArmorPede	EvilArmor
Devil Family	BeanMan	Orc
Devil Family	Beast Family	Gremlin
Devil Family	BeastNite	Grendal
Devil Faililly	MadDragon	Grenuar
Devil Family	BigEye	Gigantes
Devil Family	Bird Family	Demonite
Devil Family	Bug Family	EyeBall
Devil Family	DarkHorn	GoatHorn
Devil Family	Dragon Family	MedusaEye
Devil Family	HammerMan	Ogre
Devil Family	LizardMan	Lionex
Devil Family	Material Family	EvilBeast
Devil Family	Plant Family	DarkEye
Devil Family	RogueNite	MadKnight
Devil Family	Slime Family	Pixy
Devil Family	Water Family	Bubblemon
Devil Family	Zombie Family	SkulRider
Dragon Family	Devil Family	LizardMan
Eggplaton	Devil Family	BeanMan
Gamanian	Devil Family	Clawster
Gismo	Devil Family	EvilPot

**Devil Family continued** 

<b>Base Monster</b>	Mate Monster	Monster Born
Grizzly	Devil Family	GulpBeast
Hork	Devil Family	Reaper
Spooky IceMan		
LavaMan	Devil Family	Balzak
Land0wl	Devil Family	MadCondor
Material Family	Devil Family	MadMirror
Petiteel	Devil Family	SeaHorse
Plant Family	Devil Family	Gulpple
Puppetor	Devil Family	Voodoll
RogueNite	Devil Family	ProtoMech
RogueWave	Devil Family	Scallopa
Sickler	Devil Family	WarMantis
Skulpent	Davil Family	DeadNite
Zombie Family	Devil Family	Deaulille
Slime Family	Devil Family	SlimeNite
TailEater	Devil Family	MultiEyes
Water Family	Devil Family	Merman
WhiteKing	Devil Family	Servant
WonderEgg	Devil Family	MimeSlime

Dragon Family

Diagon raining									
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born							
Almiraj	Dragon Family	WildApe							
Angleron	Dragon Family	RushFish							
ArcDemon	Dragon Family	Centasaur							
Beast Family	Dragon Family	Almiraj							
BigEye									
Dumbira									
Grizzly	Dragon Family	GulpBeast							
Trumpeter									
Yeti									
Bird Family	Dragon Family	Wyvern							
BoneSlave									
DeadNoble									
Skeletor	Drogen Femily	Claullman							
Skullgon	Dragon Family	Skullgon							
Skulpent									
WhiteKing									
Bug Family	Dragon Family	Catapila							
Devil Family	Dragon Family	MedusaEye							
Dragon Family	??? Family	Orochi							
Dragon Family	ArmyCrab	Cnikaraua							
Dragon Family	Digster	Spikerous							
Dragon Family	Babble 👔 🔐	KingCobra							

<b>Dragon Family</b>	continued	مر کشری
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
	BattleRex	
	Centasaur	
	Gigantes	
	KingSlime	
Dragon Family	MetalKing	GreatDrak
	SpotKing	
	Unicorn	
	WhipBird	
	ZapBird	
Dragon Family	Beast Family	Tortragon
Dragon Family	BigRoost	Crestpent
Dragon Family	Bird Family	Pteranod
Dragon Family	Bug Family	FairyDrak
Dragon Family	CatFly	SnakeBat
Dragon Family	Devil Family	LizardMan
	EvilArmor	
	KingLeo	
Dragon Family	Lionex	BattleRex
	MadKnight	
	Ogre	
Dragon Family	GoHopper	LizardFly
Dragon Family	GulpBeast	MadDragon
Dragon Family	Gulpple	Andreal
Dragon Family	MadCondor	Rayburn
Dragon Family	MadGoose	Vampirus
Dragon Family	Material Family	Swordgon
Dragon Family	Phoenix	SkyDragon
Dragon Family	Picky	MiniDrak
Dragon Family	Plant Family	Gasgon
Dragon Family	Slime Family	DragonKid
Dragon Family	Voodoll	Chamelgon
Dragon Family	Water Family	Drygon
Dragon Family	Zombie Family	Poisongon
Droll	Dragon Family	ArmorPede
EvilBeast		
Gremlin	Dragon Family	AgDevil
MedusaEye	Dragon ranny	Agbevii
SkulRider		
GateGuard	Dragon Family	Ogre
HerbMan	Dragon Family	FaceTree
LandOwl		
MadCondor	Dragon Family	MadGoose
Phoenix	32 ( 3)	
Wyvern		
MadSpirit	Dragon Family	Skeletor
Material Family	Dragon Family	EvilWand
Ogre	Dragon Family	ArcDemon
Petiteel	Dragon Family	SeaHorse
Plant Family	Dragon Family	FireWeed
Roboster	Dragon Family	MetalDrak
Roboster2		Anthoor
Saccer	Dragon Family	Antbear



Dragon Family continued

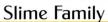
Base Monster	Mate Monster	<b>Monster Born</b>
Slime Family	Dragon Family	DrakSlime
SuperTen	Dragon Family	Trumpeter
Water Family	Dragon Family	Moray
Zombie Family	Dragon Family	MadSpirit

Material Family

Material Fam	Mate Monster	Monster Born
ArcDemon		Thomster Doing
GateGuard	Material Family	EvilArmor
Oare	Waterial Falling	LVIIAIIIIOI
Beast Family	Material Family	WindBeast
Bird Family	Material Family	MistyWing
Bug Family	Material Family	StagBug
Devil Family	Material Family	EvilBeast
Dragon Family	Material Family	Swordgon
DuckKite	Material Family	KiteHawk
GiantWorm	Material Family	ArmorPede
JewelBag	Material Family	Goopi
Material Family	??? Family	Balzak
Material Family	Andreal	MetalDrak
Material Family	Beast Family	MadCandle
Material Family	Bird Family	CoilBird
Material Family	BoxSlime	Mimic
Material Family	Bug Family	SpikyBoy
Material Family	Devil Family	MadMirror
iviateriai Faililly	Digster	IVIAUIVIIIIUI
Material Family	HornBeet	StoneMan
Material Family	Dracky	Exaucers
Material Family	Dragon Family	EvilWand
Material Family	EvilArmor	ProtoMech
Material Family	GiantWorm	SabreMan
Material Family		
Material Family	Gremlin	Puppetor
	Grizzly GulpBeast	
Material Family		Roboster
Material Family	KingLeo SkulRider	unnastei
Material Family	Trumpeter	Voodoll
Material Family	Lipsy	
Material Family	Plant Family	Facer
Material Family	Slime Family	JewelBag EvilPot
Material Family	Snaily Water Family	
Material Family	Water Family	Brushead
Material Family	WingTree	CurseLamp
Material Family	Zombie Family	RogueNite
Plant Family	Material Family	Angleron AmberWeed
Plant Family	Material Family	BoxSlime
Slime Family	Material Family	
Water Family	Material Family	Octokid
Zombie Family	Material Family	Shadow

Plant Family

I fairt Fairing						
<b>Base Monster</b>	Mate Monster	Monster Born				
Beast Family	Plant Family	PillowRat				
Bird Family	Plant Family	FloraJay				
Bug Family	Plant Family	WeedBug				
Devil Family	Plant Family	DarkEye				
Dragon Family	Plant Family	Gasgon				
Material Family	Plant Family	Facer				
Plant Family	??? Family	Rosevine				
Plant Family	Anemon	Oniono				
riant raining	Gophecada	Ulliuliu				
	Aquarella					
Plant Family	Droll	Eggplaton				
	Lipsy					
Plant Family	Beast Family	FloraMan				
	BigEye					
	Butterfly					
	DarkEye					
	DuckKite					
Diant Family	EyeBall	EvilSeed				
Plant Family	Eyeder	Eviloeed				
	Gamanian					
	KiteHawk					
	MadMirror					
	RockSlime					
Plant Family	Bird Family	WingTree				
Plant Family	Bug Family	CactiBall				
Plant Family	Devil Family	Gulpple				
Plant Family	Dragon Family	FireWeed				
Plant Family	Facer	DanceVegi				
Diame Familia	FishRider	BeanMan				
Plant Family	PillowRat	Deanivian				
Plant Family	FunkyBird	HerbMan				
Plant Family	Gulpple	Devipine				
Plant Family	Material Family	AmberWeed				
Plant Family	NiteWhip	FaceTree				
Plant Family	Pixy	TreeBoy				
Plant Family	Slime Family	MadPlant				
Plant Family	Water Family	Slurperon				
Plant Family	Zombie Family	Toadstool				
Slime Family	Plant Family	TreeSlime				
Water Family	Plant Family	Anemon				
WeedBug	Plant Family	TailEater				
WonderEgg	Plant Family	TropicGel				
Zombie Family	Plant Family	Mummy				



Slime Family		
Base Monster	Mate Monster	Monster Born
Beast Family	Slime Family	Tonguella
Bird Family	Slime Family	Picky
Bug Family	Slime Family	GiantSlug
Demonite		
EyeBall	Slime Family	1EyeClown
Pixy		
Devil Family	Slime Family	Pixy
Dragon Family	Slime Family	DragonKid
Dumbira	Slime Family	SuperTen
Garudian	Slime Family	Land0wl
GiantSlug	Slime Family	ArmyAnt
Goategon		
Grizzly		
GulpBeast		
Tonguella	Slime Family	Unicorn
Trumpeter	Chillie Falling	Omcom
WildApe		
Yeti		
HoodSquid		
KingSquid		
Octogon	Slime Family	Starfish
Octoreach		
	Clima Family	Drall
Lipsy	Slime Family	Droll
Material Family	Slime Family	JewelBag
Picky	Slime Family	Dracky
Plant Family	Slime Family	MadPlant
Roboster	Slime Family	ProtoMech
Roboster2		N. OI.
Slime Family	??? Family	KingSlime
	Almiraj	
	DarkHorn	
Slime Family	GulpBeast	FangSlime
Ciniio i diiiii,	KingLeo	Tungomio
	MadCat	
	Trumpeter	
Slime Family	Beast Family	SpotSlime
Slime Family	Bird Family	WingSlime
Slime Family	BombCrag	RockSlime
	DeadNite	
	Golem	
	StoneMan	
Slime Family	Bug Family	Snaily
	Copycat	
Clima Family	FunkyBird	Hoolor
Slime Family	MadPlant	Healer
	PillowRat	
Slime Family	Devil Family	SlimeNite
Slime Family	Dragon Family	DrakSlime
	GiantMoth	
Slime Family	Poisongon	Babble
	Zombie Family	
Slime Family	Material Family	BoxSlime
J J. d.i.iii	material running	

# Slime Family continued

<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born
Slime Family	MetalDrak	Metaly
Slime Family	Plant Family	TreeSlime
Slime Family	Roboster	SlimeBorg
Slime Family	Skullroo	Slabbit
Slime Family	Water Family	PearlGel
WarMantis	Slime Family	Sickler
Water Family	Slime Family	Petiteel
Zombie Family	Slime Family	Spooky

# Water Family

Base Monster	<b>Mate Monster</b>	Monster Born				
Beast Family	Water Family	Beavern				
Bird Family	Water Family	AquaHawk				
BoneSlave	Water Family CaptDead					
Bug Family	Water Family	Pyuro				
DeadNite Zombie Family	Water Family	Skulpent				
Devil Family	Water Family	Bubblemon				
Dragon Family	Water Family	Drygon				
Material Family	Water Family	Brushead				
Slime Family	Water Family	PearlGel				
Water Family	??? Family	Grakos				
Water Family	Beast Family	WalrusMan				
Water Family	Bird Family	RayGigas				
Water Family	BombCrag CragDevil DuckKite MadGoose MadPecker Mommonja SpikyBoy	Pumpoise				
Water Family	Bug Family	Aquarella				
Water Family	Devil Family	Merman				
Water Family	Dragon Family	Moray				
Water Family	JewelBag	RogueWave				
Water Family	Material Family	Octokid				
Water Family	Plant Family	Anemon				
Water Family	Slime Family	Petiteel				
Water Family	Zombie Family	PutreFish				

# **7**ombie Family

Zombie rumny								
<b>Base Monster</b>	<b>Mate Monster</b>	Monster Born						
1EyeClown								
DarkEye	Zombie Family	MedusaEye						
Gremlin								
ArcDemon	Zombie Family	Lionex						
Beast Family	Zombie Family	Skullroo						
Bird Family	Zombie Family	MadRaven						
Bug Family	Dragon Family	Lipsy						
Devil Family	Zombie Family	SkulRider						
Dragon Family	Zombie Family	Poisongon						



**7**ombie Family continued

Zombie Fami			6500
<b>Base Monster</b>	Mate Monster	Monster Born	
Droll			
Eyeder	Zombie Family	MadHornet	
Pyuro			
Eggplaton	Zombie Family	EvilSeed	
EvilBeast		<b>.</b>	
MedusaEye	Zombie Family	Gigantes	
SkulRider			
LandOwl			
MadCondor	Dragon Family	MadGoose	
Phoenix			
Wyvern	Zambia Familia	D-Ib-b	
MadHornet	Zombie Family	Belzebub	
Material Family	Zombie Family	RogueNite	
MimeSlime	Zombie Family	HaloSlime	
Ogre	Zombie Family	GateGuard	
Plant Family	Zombie Family	Toadstool	
Roboster	Zombie Family	Mimic	
Slime Family	Zombie Family	Babble GhosTree	
Stubsuck	Zombie Family		
Water Family	Zombie Family ??? Family	PutreFish WhiteKing	
Zombie Family	Andreal	vviiitekiiig	
	BattleRex		
	Divinegon		
Zombie Family	GreatDrak	Skullgon	(
Zonible Failing	Orochi	Okuliyoti	
	Rayburn		
	Swordgon		
Zombie Family	Beast Family	PutrePup	
Zombie Family	Bird Family	RotRaven	
Zombio rammy	BoxSlime	Hothavon	
	DanceVegi		
	Droll		
	FangSlime		
	FunkyBird		
Zombie Family	GiantSlug	Mudron	
	Lipsy		
	MadPlant		
	Tonguella		
	Yeti		
	Bug Family		
Zombie Family	CancerMan	DarkCrab	
Zumble Family	Clawster	Darkoran	
	Gamanian		
Zombie Family	Devil Family	DeadNite	
Zombie Family	Dragon Family	MadSpirit	
Zombie Family	Material Family	Shadow	
Zombie Family	MistyWing	NiteWhip	
Zombie Family	Plant Family	Mummy	
Zombie Family	Slime Family	Spooky	
Zombie Family	Water Family	Skulpent	
Zombie Family	WeedBug	Reaper	-
Zombie Family	WindBeast	WindMerge	1

??? Family

<b>Base Monster</b>	Mate Monster	Monster Born
Beast Family	??? Family	DarkHorn
Bird Family	??? Family	ZapBird
Bug Family	??? Family	Digster
Centasaur	??? Family	LampGenie
DarkHorn	??? Family	Gorago
Devil Family	??? Family	ArcDemon
Dragon Family	??? Family	Orochi
Material Family	??? Family	Balzak
Octogon	??? Family	KingSquid
Plant Family	??? Family	Rosevine
RainHawk	??? Family	Azurile
Shantak	::: I allilly	Azuriie
Slime Family	??? Family	KingSlime
Water Family	??? Family	Grakos
Zombie Family	??? Family	WhiteKing













# HOW TO READ THE SKILLS AND SPELLS TABLE

Skills and spells play an important role in *Dragon Warrior Monsters 2*, both in battle and in breeding. The monsters that you catch in the wild can only learn three different skills. However, as your monsters level up, so do their skills—certain skills actually grow and strengthen as your monster does. In addition to these "growth" skills, there are some super-powerful skills that a monster can learn only after it has learned certain "requirement" skills. All of the information on both of these types of skills is in the Notes column of the table.

In addition to the basic information (i.e. effects, MP used, etc), we've also listed the requirements for a monster to learn a certain skill. These requirements are based on the monster's statistics: Level (LV), Hit Points (HP), Magic Points (MP), Strength (STR), Defense (DEF), Agility (AGL), and Intelligence (INT). To learn a certain skill, your monster must not only be able to learn it, but it must also have the basic stats for that skill. Use these requirements in conjunction with the skill list in the Monster Compendium to determine when your monsters are likely to pick up new skills. Remember: Monsters caught in the wild can only learn three skills (see the Monster Compendium). Bred monsters can learn up to eight skills, based on their parents' and grandparents' backgrounds and their monster Family. If a monster's inherited skills fulfill certain requirements, then that monster can learn powerful spells like BigBang, Hellblast, MegaMagic, etc.

Finally, we have assigned all of the skills and spells a type (attack, defense, recovery, support, and field) to help you determine how to use them. We've also assigned classes (breath, dance, and spell) to spells and skills that can be sealed by using MouthShut, DanceShut, and StopSpell. Spells and skills that do not have a class are not affected by the use of these sealing skills.

### Range:

1E = One Enemy AE = All Enemies 1A = One Ally AA = All Allies

Self = Caster

# SKILLS AND SPELLS

			MP			LV	0.00	MP	STR	-	AGL			
Name	Туре	Class	Cost	Range		Req.	Req.	Req.	Req.	Req.		Req.	Notes	Description
Ahhh	Support	- \	1	1E	Battle	10	_	_	60	-	60	-		If used by a male monster, it inflicts damage to an enemy. If used by a female monster, a foe will stop for one turn.
Antidote	Recovery	Spell	2	1A	Anytime	8	_	30	_	_	_	47		Cures poison.
AquaCut	Attack	-	3	1E	Battle	12	68	-	72	-	62	-		Slash attack that inflicts a great amount of damage to Water Family monsters.
AquaWall	Defense	-	5	Self	Battle	5	35	-	-	30	30	-		Erects a barrier of water that protects the caster against the spells and skills of the enemy.
Bang	Attack	Spell		AE	Battle	4	_	13	_	_	_		Grows into Boom	Inflicts about 25 points of damage.
Barrier	Defense	Spell		AA	Battle	18	_	76	_	_	_	126		Halves the damage from Fire- and Ice-based attacks.
BazooCall	Support	-		_	Battle	35	_	160	_	_	_	550	Final form of TatsuCall	Summons the Demon Lord Bazoo.
BeastCut	Attack	-	3	1E	Battle	12	62	-	68	-	62	-		Slash attack that does a great amount of damage to Beast Family monsters.
Beat	Attack	Spell	4	1E	Battle	16	_	58	-	_	_	137	Grows into Defeat	May cause instant death to the enemy.
BeDragon	Attack	Spell	9	Self	Battle	23	-	72	-	-	-	162		The caster changes into a powerful dragon for the rest of the battle.
Beserker	Attack	-	1	1E	Battle	14	98	-	84	84	-	-		Inflicts more damage than a normal attack, but increases the damage you receive.
BiAttack	-101	_	3	1E	Battle	19	98	_	88	_	112	_	Grows into QuadHits	A powerful attack that hits the enemy twice.
BigBang	Attack	_	30	AE	Battle	36	196	196	-	_	_	612	Requires Explodet, WhiteFire, WhiteAir	Inflicts 300-400 points of damage.
BigTrip	Support	-	3	AE	Battle	12	66	_	63	_	77	_	Final form of LegSweep	Stops the enemy for one turn.
BirdBlow	Attack	-	3	1E	Battle	12	62	-	68	1	72	-		Slash attack that does a great amount of damage to Bird Family monsters.
BladeD	Defense	-	3	Self	Battle	14	98	-	84	84	84	-	StrongD, TwinSlash	Allows the user to counterattack and wound the enemy.
Blaze	Attack	Spell	2	1E	Battle	1	-	7	-	-	-	36	Grows into Blazemore	Inflicts nearly 13 points of damage. Affects all except Dragon, Devil, and ??? Families.
BlazeAir	Attack	Breath	4	AE	Battle	10	70	_	-	_	_	_	Grows into Scorching	Inflicts about 40 points of damage.
Blazemore	Attack	Spell	4	1E	Battle	13	_	46	_		_		Grows into Blazemost	Inflicts nearly 80 points of damage.
Blazemost		Spell	10	1E	Battle	28	_	112		_	_	263	Final form of Blaze	Inflicts nearly 190 points of damage.
Blizzard	Attack	Spell	12	AE	Battle	25	_	88	_	_	_	198	Final form of IceBolt	Inflicts about 90 points of damage.
Bolt	Attack	Spell	5	AE	Battle	6	_	20	11 -	_	_	63	Grows into Zap	Inflicts about 45 points of damage.
BoltSlash	Attack	-	3	1E	Battle	11	77	34	66	-	-	74	Requires ChargeUp, Lightning	Similar to a normal attack, its strength fluctuates according to resistance to thunder-based spells.
Boom	Attack	Spell	8	AE	Battle	14	_	50	-	_	_	123	Grows into Explodet	Inflicts about 60 points of damage.
Bounce	Defense	Spell	4	Self	Battle	20	_	84	-	_	_	141	Final form of MagicBack	A powerful shield that reflects all Spell attacks.
BugBlow	Attack	-	3	1E	Battle	12	68	-	72	-	62	-		Slash attack that does a great amount of damage to Bug Family monsters.
CallHelp	Attack	-	4	1E	Battle	17	84	42	-	-	68	54	Grows into YellHelp	Calls for help to strike the enemy (the helping monster can perform 1–4 hits). Damage is based on the caster's level.
Chance	Special	Spell	20	_	Battle	40	_	224	_	_	_	420		Produces a variety of random effects.
ChargeUp	Support	-	0	Self	Battle	14	98	-	-	84	-	Ī		Increases the amount of damage the user can inflict on the turn after used.
CleanCut	Attack	-	3	1E	Battle	12	68	-	72	-	62	-		Slash attack that does a great amount of damage to Material Family monsters.



Name	Туре	Class	MP	Range	lise	LV Req.	HP Reg.	MP Rea	STR Req.	DEF Req.	AGL Reg.		Notes	Description
Cover	Defense			Self	Battle	5	35	_	-	30	30	-	Grows into Guardian	Caster takes an attack meant for a selected ally.
Curse	Support	_		AE	Battle	15	_	65	_	_	82	148	Grove into Guardian	Curses enemies.
CurseOff	Recovery			Ally	Anytime	7	_	27	_	_	_	44		Cures cursed status.
DanceShut		Dance		AE	Battle	16	100	_	-	-	120	_		Seals the enemies' Dance skills.
DeChaos	Recovery	Spell	2	AA	Battle	6	_	24	_	-	_	40		Heals confusion.
Defeat	Attack	Spell	7	AE	Battle	24	_	80	_	_	_	177	Final form of Beat	Causes instant death to all opponents.
Defense	Support	Spell	4	AE	Battle	8	_	36	_	_	_	58	Final form of Sap	Reduces DEF of all enemies.
DeMagic	Support	-		AE	Battle	20	_	100	_	_	_	252	Requires Surge, UltraDown	Cancels all Support spells cast by the enemy.
DevilCut	Attack	-	3	1E	Battle	12	64	-	58	_	62	87		Slash attack that does a great amount of damage
														to Devil Family monsters.
DiagoCall	Support	-		_	Battle	25		100				250	Grows into SamsiCall	Summons the Demon Lord Diago.
Dodge	Defense	-	4	Self	Battle	18	126	-	108	108	108	_		Changes the target of a physical attack against the
														caster to either an ally (1/5 of the time) or an
D. I.Cl. L	Assert		-	45	D-ul-	42	62		72		CO			enemy (4/5 of the time).
DrakSlash	Attack		3	1E	Battle	12	62	46T)	72		62			Slash attack that does a great amount of damage
EagleEye	Field	_	0	_	Field	10	_	40			_	62		to Dragon Family monsters.
EerieLite	Support			AE	Battle	14	Ξ	65	= =		84		Requires Curse, Radiant	Allows you to see locations of items on the Field.  Decreases the enemies' resistance to Spell attacks.
Errand	Field	_		_	Field	10		40	==		_	62	nequires curse, nationit	Monster buys an item for 100G.
EvilSlash	Attack	_		1E	Battle	15	106	-	90	_		-		A magical blow that trades accuracy for strength.
Explodet	Attack	Spell		AE	Battle	29	-	120	_	_			Final form of Bang	Inflicts about 140 points of damage.
Farewell	Recovery	Spell		AA	Battle	32	_	188	_	_	_	317	Requires Sacrifice, Revive	A special spell that has the same effect as HealAll
Turcii Cir	necovery	open.		, , ,	Duttie	-							nequires sucrinee, nerve	and Revive.
FireAir	Attack	Breath	2	AE	Battle	3	21		_	_	_		Grows into BlazeAir	Inflicts about 20 points of damage.
Firebal	Attack	Spell		AE	Battle	3		11	_	_	_	42	Grows into Firebane	Inflicts about 20 points of damage.
Firebane	Attack	Spell		AE	Battle	10	_	34	_	_	_		Grows into Firebolt	Inflicts about 35 points of damage.
Firebolt	Attack	Spell		AE	Battle	26	_	96	_	_	_	220	Final form of Firebal	Inflicts about 100 points of damage.
FireSlash	Attack	-		1E	Battle	11	77	34	66	_	_	76	Requires Blazemore, ChargeUp	Strength of attack fluctuates depending upon
														Blaze resistance.
Focus	Support	- 1	0	Self	Battle	18	126	_	_	108	108	195	Requires ChargeUp, SuckAir, Meditate	Allows the user to attack twice during
														the next turn.
FrigidAir	Attack	Breath	2	AE	Battle	3	21	-	_	-	_	_	Grows into IceAir	Inflicts about 20 points of damage.
Geyser	Attack	-	2	1E	Battle	22	140	120	120	_	120	288	Requires HighJump and RockThrow	Produces a powerful geyser that tosses one
														opponent into the air. If opponent lands wrong it
														takes damage and loses a turn.
GigaSlash	Attack	-	20	1E	Battle	33	231	164	198	-	198	608	Requires FireSlash, BoltSlash,	Inflicts 380 points of damage.
				0.16									IceSlash, VacuSlash	
Guardian	Defense	-	4	Self	Battle	12	84	-	_	72	72	_	Final form of Cover	Caster takes the damage from attacks meant for
		C 11	-									4.4		all of his/her allies.
Heal	Recovery	-		1A	Anytime	1	_	7	_	-	_		Grows into HealMore	Recovers up to 40 HP.
HealAll	Recovery			1A	Anytime	16	-	82 52		- 10 <del>- 1</del>			Final form of Heal Grows into HealAll	Completely heals one ally.
HealMore HealUs	Recovery	Spell Spell		1A AA	Anytime Anytime	10 20	= =	140			-	216	Grows into HealUsAll	Recovers up to 90 HP.
HealUsAll	Recovery			AA	Anytime	28		196				288	Final form of HealUs	Heals all allies up to 90 HP. Completely heals all allies.
Hellblast	Attack	-		AE	Battle	34	184	184	==		_	538	Requires Thordain, Lightning	Inflicts about 250 points of damage.
	Attack			1E	Battle	20	75	_	70	_	48	80	nequires mordain, Lightning	During Turn 1, the caster jumps into the air above
mgnoump	Attuck			"	Duttie	~0	,,,		,,,		40	00		the battle and on Turn 2, lands on the enemy.
Hustle	Recovery	Dance	12	AA	Anytime	18	114	_	_	_	130	173	Requires HealAll, SideStep	Heals all allies up to 80HP.
IceAir	Attack	Breath		AE	Battle	10	70	_	_	_	_		Grows into IceStorm	Inflicts about 50 points of damage.
IceBolt	Attack	Spell		AE	Battle	5	_	16	_	_	_		Grows into SnowStorm	Inflicts about 30 points of damage.
IceSlash	Attack	-		1E	Battle	11	77	34	66	_	_		Requires ChargeUp, SnowStorm	Similar to a normal attack, its strength fluctuates
													A N	according to resistance to Ice-based attacks.
IceStorm	Attack	Breath	8	AE	Battle	20	140	_	-	_	_	_	Grows into WhiteAir	Inflicts about 100 points of damage.
lmitate	Support	-	4	Self	Battle	21	147	147	126	126	126	227	Requires Transform, Focus	Caster mimics the enemy's actions.
Increase	Support	Spell		AA	Battle	6	_	27	-	_	-	44	Final form of Upper	Raises all allies' defense.
Infermore	Attack	Spell	4	AE	Battle	10	_	38	_	_	-	101	Grows into Infermost	Inflicts about 40 points of damage.
Infermost	Attack	Spell		AE	Battle	21	-	104	_	-	-		Final form of Infernos	Inflicts about 130 points of damage.
Informer	Field	-	0	_	Field	10	-	40	-	-	-	62		Predicts what types of monsters might appear in
								100						the area where the spell is cast.
Infernos	Attack	Spell		AE	Battle	2	-	10	-	-	-	38	Grows into Infermore	Inflicts about 15 points of damage.
Ironize	Defense	Spell	2	AA	Battle	15	-	62		-	-	87		Turns all allies into a block of iron, making them
														invulnerable to enemy attack and unable to move
K O D	Attack	Des		AF	Datil	20	4.40	72			120	240		until the spell wears off.
K.O.Dance	Attack	Dance	6	AE	Battle	20	140	72			120	216		Causes instant death to all opponents. Can only
Kamikara	Attack		4	1F	Rattle	10	126		100	100			Poquiros ChargoAll Pammina	be counteracted with DanceShut.
Kamikaze	ALLACK		1	1E	Battle	18	126	5 70	108	108			Requires ChargeAll, Ramming	Reduces opponent's HP to 1, but does the same
	Support		1	1E	Battle	6	32		31		48		Grows into BigTrip	to you.  Trips the enemy, making him lose one turn.
og Swoon		The second secon	100	1 -	Duttle	U	32		31		180	446	Requires Hustle, Sacrifice	
LegSweep LifeDance	A CONTRACTOR OF THE PARTY OF TH	Dance	All	AA	Battle	30	210	_	_	_	LXD			Has the same effect as casting both HealAll



Lightning   Anacl.   20 A.N			-	MP			LV	200	MP	STR		AGL			
Lighthring   Attack     3 At   Batte   10   05	Name	Type					Req.	_	•	Req.	Req.	_		Notes	Description
Lighthage   Attack	LifeSong	Recovery	-	20	AA	Battle	27	198	94	_	_	145	292	Requires Revive, WarCry	
LareDance   Support   Dance   2	Lightning	Attack	_	3	AF	Battle	10	65		90	_	52			
Line						THE RESIDENCE OF THE PARTY OF T			96	_	_			Requires Meditate, LifeSong	Summons a healing rain to fall during the player's
Lumbilides   Support															
Linkhilding   Support     2   15	LureDance	Support	Dance	2	AE	Battle	14	84	_	_	_	98	-		Stops the enemy for one turn by inviting him
MagNaWa   Defense   Spell   3 AA   Battle   16   - 68   112   Grows into Bounce   Alight barrier that refletes's Spell attacks. Wols only note.															to dance.
MapNage  Val   Defense   Spell   3 AA   Sartle   19   -80	LushLicks	Support	_	2	1E	Battle		55	-	_	_	67	-		Stops the enemy for one turn.
Mage/Mage Teles         Spell January         AB A Description         AB De	MagicBack	Defense	Spell	4	Self	Battle	16	_	68	-	_	-	112	Grows into Bounce	
Mapstage   Field   -   2 -   Field   10   -   40   -   -   -   62									-						
Meditate   Massacre   Attack   -     3   12     8   12   26   18   2   -   156   -   28   Requires (Suardian, Storng)   Caster recovers up to 50   118			Spell			CONTRACTOR AND ADDRESS OF									
Meditate   Recovery	MapMagic	Lield	_	-		rield	10		40	_		- 5	62		
Meditatal Recovery   Secretary   Secreta	Maccacro	Attack		,	1E	Rattle	12	9.1		72		72			
Meditate   Recovery	Massacie	Allack				Dattie	12	04		12		12			
MediaCut   Attack   — All E   Sattle   26   182   — 156   — 281   Requires Goardian, Strongy   Actemorphy or Media magic attack   MediaCut   Attack   — 3   15   Sattle   12   68   — 72   — 62   — 79   Requires Blacemost, Bilizzand, Explodet, Farebolt, Infermout   Stash attack that does a great amount of damage to Media Ammond monsters.    MediaCut   Attack   — 3   15   Sattle   12   68   — 72   — 62   — 10   — 10   Explodet, Farebolt, Infermout   Stash attack that does a great amount of damage to Media Ammond monsters.   MediaCut   Attack   — 3   15   Sattle   12   68   — 72   — 62   — 140   — 15   Gross into Missionne   Rectores and ph 1 SMP					OI IA										
MegaGard Attack   -	Meditate	Recovery	_	8	Self	Battle	26	182	_	_	156	_	281	Requires Guardian, StrongD	
Meal Cut		Commence of the latest	_			<b>LONG CONTRACTOR</b>			210	_	_	_			
MelsSmore Recovery Spell 20 1A Anytime 1 - 55 11 Grows into Massmore Recovery Spell 20 1A Anytime 1 - 55 11 Grows into Massmore Recovery Spell 40 1A Anytime 1 - 55 11 Grows into Massmore Recovery Spell 40 1A Anytime 10 - 82 57 Grows into Massmore Recovery Spell 40 1A Anytime 10 - 82 144 Final form of MPass Restores an ally 30MP Melssmore Recovery Spell 100 1A Anytime 16 - 120 144 Final form of MPass Restores and 18 30MP Melssmore Recovery Spell 100 1A Anytime 16 - 120 144 Final form of MPass Restores and 18 30MP Melssmore Recovery Spell 100 1A Anytime 16 - 120 144 Final form of MPass Restores and 18 30MP Melssmort Recovery Spell 100 1A Anytime 16 - 120 144 Final form of MPass Restores and 18 30MP Melssmort Recovery Spell 100 1A Anytime 16 - 120 144 Final form of MPass Restores and 18 30MP Melssmort Recovery Spell 100 1A Anytime 16 - 120 140 Final form of MPass Restores and 18 30MP Melssmort Recovery Spell 100 1A Anytime 16 - 120 140 Final form of MPass Restores and 18 30MP Melssmort Recovery Spell 100 Indicated Indicat	J J														
MouthShut   Support	MetalCut	Attack	-	3	1E	Battle	12	68	-	72	_	62	_		Slash attack that does a great amount of damage
MPass   Recovery   Spell   20 1 A   Amytime   1   -   55   -   -   -   11   Grows into MPassmore   Restores an ally 15MP.   MPassmore   Restores and long 15MP.   MPassmore   MPassmore   Restores and long 15MP.   MPassmore   MPassmore   MPassmore   MPassmore   MPassmore   MPassmore   MPassmore															to Metal-armored monsters.
MPassmore Recovery         Spell         40 1A         Amytime         10         -         82         -         -         87         Grows into MPassmort         Restores and ally 30MP.           Meassmort         Modifical         Attack         -         20 AC         Battle         28 14 14 10         168         -         168         572         Requires ZombieCut, Vacuum         Inflicts about 195 points of damage.           NumbOHT         Recovers         Spell         2 AA         Battle         18         2 A         2 -         7 6         Curse both Step and Paralysis.           OddDance         Spell         2 AA         Battle         10         2 A         2 -         4 T         9 -         -         -         -         -         7 7         9 -         -		The Control of the Co				Battle	17	120	-	100	_	140	_		Seals all of the enemy's Breath attacks.
MPASSMOR Recovery   Spell   100   1A   Asystime   16     120       141   Final form of MPass   Restores an ally SOMP.						The second second second		_		_	_	_			
MultiCal   Attack   -   20 At   Battle   28   154   140   168   - 168   572   Requires ZombieCut, Vacuum   Inflicts about 195 points of damage. NapAttack   Attack   -   2 If   Battle   7   49   -   42   -   -   76   60   60   60   60   60   60   60						Total Control of the		_		_	_	-			
Naphtack   Attack   -   2   15   Battle   7   49   -   42   -   -   76   Causes the damage of a normal attack and may out the enemy to sleep for about 3 turns.						Common Co	The Control of the Co								
NumbOff Recovery   Spell   2   AA   Sattle   8   30   -						0000000000000			140		_	168		Requires ZombieCut, Vacuum	
NumbOff   Recovery   Spell   2   AX   Suttle   8   - 30   47   Cures both Sleep and Paralysis.   OddDance   Support   Dance   0   1E   Battle   10   54   27   - 63   89   Grows into RobDance   Dance that decreases the enemy & MP (quantity based upon the caster's LV).	NapAttack	Attack		2	10	Battle	7	49	-	42	-	-	76		
Dance   Lange   Dance   Dance   Dance   Dance   Dance   Dance that decreases the enemy's MP (quantity)	NumbOff	Docovon	Spall	,	ΛΛ.	Pattle	0		20				47		
Duside   Field						1 Water Street, Square, Square,		54			_	63		Grove into PohDanco	
Outside   Field   -   2 -   Field   10   -   40   -   -   -   62     Spell equivalent of an ExiBell. Transports the part of the entrance of a cave, duagnon, tower, etc.	OuuDance	Support	Dance	·	11	Dattie	10	54	21			03	09	Grows into Robbance	
PalsyAir   Support   Paralyse spends   Sale   Sal	Outside	Field	_	2	_	Field	10	_	40	_	_	_	62		
PalsyArr   Support   Support   Separation   Support	Outside	ricia				ricia			40				02		
PanicAll   Support   Spell   5 AE   Battle   12   -56   89	PalsyAir	Support	Breath	4	AE	Battle	16	112	_	_		_	173	Requires SleepAir, PoisonAir	
PanlDance Support		The second second second				NAME OF TAXABLE PARTY.			56	_	_	_			
Paralyze   Attack   -   3   1   8   8   8   9   63   -   54   -   9   8   8   8   8   8   8   8   8   9   6   9   6   9   9   9   9   9   9	PaniDance	Delication of the Contract of		4	AE	Battle	13	74	-	_	_	78	141		
PoisonGas Support Breath 3 AE Battle 9 63 — — — 98 Grows into PoisonAir Caster breathes a gas that poisons those who inhale.  PoisonAir Support Breath 4 AE Battle 14 98 — — — — 152 Final form of PoisonGas Produces a mist that poisons those who inhale.  PoisonAir Attack — 2 1E Battle 15 35 — 50 — — 90	Paralyze	Attack	- 1	3	1E	Battle	9	63	_	54		_	98	Requires PoisonHit, NapAttack	
PoisonGas Support Breath 3 AE Battle 9 63 98 Grows into PoisonAir Caster breathes a gas that poisons those who inhale.  PoisonAir Support Breath 4 AE Battle 14 98 152 Final form of PoisonGas Produces a mist that poisons those who inhale.  PoisonAir Support - 3 1E Battle 12 74 - 82 68 90 Aphysical attack that poisons the target.  QuadrIlits Attack - 6 AE Battle 12 74 - 82 68 72 130 On the next turn, allows the caster to riflict greater damage against an enemy than with a common attack.  QuadrIlits Attack - 6 AE Battle 12 - 42 12 - 12 - 72 130 Produces a bilinding flash of light that lowers the enemies accuracy.  RainSlash Attack - 5 AE Battle 15 92 - 90 - 96 - Requires BiAttack, SquallIlit Slash attack against all enemies.  Revive Recovery Spell 20 1A Anytime 27 - 174 274 Final form of Vivify Completely restores ITP and brings back to life of ally.  RobDance Support Dance 0 1E Battle 12 68 39 85 110 Final form of OddDance Similar to RobMagic.  RobMagic Support Spell 0 1E Battle 16 124 - 102 51 Grows into TakeMagic Steals MP (quantity) based on the caster's IV) an applies them to your own.  RocKIhrow Attack - 5 AE Battle 16 124 - 102 51 Grows into TakeMagic Steals MP (quantity) based on the caster's IV) an applies them to your own.  RocKIhrow Attack - 5 AE Battle 16 124 - 102 51 Grows into TakeMagic Steals MP (quantity) based on the caster's IV) an applies them to your own.  RocKIhrow Attack - 5 AE Battle 16 124 - 102 70 Grows into BazooCall Summons the powerful Demon Lord Samsi.  SamsiCall Support - 2 AE Battle 10 70 400 Grows into BazooCall Summons the powerful Demon Lord Samsi.  SamsiCall Support - 15 Self Battle 20 140 12 70 Grows into Defense Decreases the enemy's defense a lot. Inflicts shout 85 points of damage.  Sales Attack - 3 1E Battle 12 68 - 62 - 72 - Final form of LushLicks StopSpell Inflicts that does a great amount of damage.  SlekLick Support - 4 1E Battle 13 81 94 Final form of LushLicks Stops the cnemy's action for one turn a	Pheromone	Field	-	0	_	Field	4	-	28	-	-	-	44		The caster emits pheromones that attract
PoisonAir   Support   Breath   4 AE   Battle   14   98     152   Final form of PoisonGas   Produces a mist that poisons those who inhale.															monsters of the opposite gender to battle.
PoisonAir   Support   Breath   4 AE   Battle   14   98     -   152   Final form of PoisonGas   Produces a mist that poisons those who inhale.   PoisonHit   Attack   -   2   1E   Battle   12   74   -   82   68   -	PoisonGas	Support	Breath	3	AE	Battle	9	63	-	-	-	-	98	Grows into PoisonAir	
Poisonfilit   Attack   -   2   1   E   Battle   5   35   -   50   -   -   90   A physical attack that poisons the target. On the next turn, allows the caster to inflict greater damage against an enemy than with a common attack.    Quadfilits   Attack   -   6   AE   Battle   24   124   -   112   -   136   -   Final form of BiAttack   A strong physical attack that his the enemy 4 time common attack.   Quadfilits   Attack   -   6   AE   Battle   12   -   42   -   -   72   130   Produces a blinding flash of light that lowers the enemies' accuracy.   RainSlash   Attack   -   5   AE   Battle   15   92   -   90   -   96   -   Requires BiAttack, SquallHit   Slash attack against all enemies.   Revive   Recovery   Spell   20   1A   Anytime   27   -   174   -   -   -   274   Final form of Vivify   Completely restores the analysis back to life or ally.   RobDance   Support   Spell   0   1E   Battle   12   68   39   -   -   85   110   Final form of OddDance   Similar to RobMagic.   RockThrow   Attack   -   5   AE   Battle   12   68   39   -   -   51   Grows into TakeMagic   Steals MP (quantity based on the caster's LV) and applies them to your own.   RockThrow   Attack   -   5   AE   Battle   16   124   -   102   -   -   -     -     -     10	D : A:	ć .	D		45	D all								F. 16 . 69 . 6	
PsycheUp Support — 3 1E Battle 12 74 — 82 68 — — On the next turn, allows the caster to inflict greater damage against an enemy than with a common attack.  Quadritis Attack — 6 AE Battle 24 124 — 112 — 136 — Final form of BiAttack A strong physical attack that hits the enemy 4 time Produces a blinding flash of light that lowers the enemies' accuracy.  RainSlash Attack — 5 AE Battle 15 92 — 90 — 96 — Requires BiAttack, SquallHit Slash attack against all enemies.  Remining Attack — 1 1E Battle 12 70 — — 70 — 70 — A Aprilian Standard of damage to the enemy, also harming the user.  Revive Recovery Spell 20 1A Anytine 27 — 174 — — 274 Final form of Vivify Completely restores HP and brings back to life or ally.  RobDance Support Dance 0 1E Battle 12 68 39 — — 85 110 Final form of OddDance Similar to RobMagic.  RobMagic Support Attack — 5 AE Battle 16 124 — 102 — — — 51 Grows into TakeMagic Steals MP (quantity based on the caster's LV) an applies them to your own.  RockThrow Attack — 5 AE Battle 16 124 — 102 — — — Inflicts 110 points of damage.  SamsiCall Support — 20 — Battle 30 — 130 — — 400 Grows into BazooCall Summons the powerful Demon Lord Samsi.  SamsiCall Support — 20 — Battle 30 — 130 — — — 400 Grows into BazooCall Summons the powerful Demon Lord Samsi.  SandStorm Support — 2 AE Battle 4 — 18 — — — 70 Grows into Defense Decreases the enemy's accuracy.  Sand Support Spell 3 1E Battle 4 — 18 — — — 70 Grows into Defense Decreases the enemy's accuracy.  Shears Attack — 3 1E Battle 12 68 — 62 — 72 — Final form of LushLicks Support Inflicts about 85 points of damage.  ScikLick Support — 4 1E Battle 12 68 — 62 — 72 — Final form of LushLicks Stops the enemy's action for one turn and reduction of the point of turn and reduction of the point of turn and reduction of the point of turn and reduction of tu						NAME OF TAXABLE PARTY.				_	_			Final form of PoisonGas	
Quadrilis Attack — 6 AE Battle 24 124 — 112 — 136 — Final form of BiAttack A strong physical attack that hits the enemy 4 time Radiant Support — 2 AE Battle 12 — 42 — 72 130 — Produces a blinding flash of light that lowers the enemies' accuracy.  RainSlash Attack — 5 AE Battle 15 92 — 90 — 96 — Requires BiAttack, SquallHit Slash attack dagainst all enemies.  Ramming Attack — 1 1E Battle 12 70 — — 70 — Produces a blinding flash of light that lowers the enemies' accuracy.  Revive Recovery Spell 20 1A Anytime 27 — 174 — — 70 — 274 Final form of Vivify Completely restores HP and brings back to life or ally.  RobDance Support Dance 0 1E Battle 12 68 39 — 85 110 Final form of OddDance Similar to RobMagic.  Support Spell 0 1E Battle 7 — 32 — — 51 Grows into TakeMagic Steals MP (quantity based on the caster's LV) and applies them to your own.  RockThrow Attack — 5 AE Battle 16 124 — 102 — — — 51 Grows into TakeMagic Steals MP (quantity based on the caster's LV) and applies them to your own.  RockThrow Attack — 5 AE Battle 28 — 40 — 140 — 78 — Causes a big explosion that inflicts instant death (or close to it) on both caster and target.  SamsiCall Support — 20 — Battle 30 — 130 — — 400 Grows into BazooCall Summons the powerful Demon Lord Samsi.  SamsiCall Support — 2 AE Battle 10 7 0 — — — 70 — 70 — 70 — 70 — 70 — 7													90		
Quadritis Attack — 6 AE Battle 24 124 — 112 — 136 — Final form of BiAttack A strong physical attack that hits the enemy 4 time Radiant Support — 2 AE Battle 12 — 42 — 72 130 — Produces a blinding flash of light that lowers the enemies accuracy.  RainSlash Attack — 5 AE Battle 15 92 — 90 — 96 — Requires BiAttack, SquallHit Slash attack against all enemies.  Revive Recovery Spell 20 1A Anytime 27 — 174 — — 70 — 274 Final form of Vivify Completely restores HP and brings back to life or ally.  RobDance Support Dance 0 1E Battle 12 68 39 — — 85 110 Final form of OddDance Similar to RobMagic.  RobMagic Support Spell 0 1E Battle 7 — 32 — — 51 Grows into TakeMagic Steals MP (quantity based on the caster's LV) an applies them to your own.  RockThrow Attack — 5 AE Battle 16 124 — 102 — — — Inflicts 110 points of damage.  Sacrifice Attack Spell 1 AE Battle 28 — 40 — 140 — 78 Causes a big explosion that inflicts instant death (or close to it) on both caster and target.  SamsIcall Support — 20 — Battle 30 — 130 — — — 400 Grows into BazooCall Summons the powerful Demon Lord Samsi.  SandStorm Support Spell 3 1E Battle 10 70 — — — — 70 — 70 — 70 — 70 — 70 —	Psycheup	Support		3	IL	battle	12	74	-	82	68		_		
QuadrilitsAttack—6 AEBattle24124—112—136—Final form of BiAttackA strong physical attack that hits the enemy 4 time Produces a blinding flash of light that lowers the enemies' accuracy.RainSlashAttack—5 AEBattle1592—90—96—Requires BiAttack, SquallHitSlash attack against all enemies.RemmingAttack—1 1EBattle1270———70—A body slam attack that does a great deal of damage to the enemy, also harming the user.ReviveRecoverySpell20 1AAnytime27—174———274Final form of VivifyCompletely restores HP and brings back to life of damage to the enemy, also harming the user.RobDanceSupportDance0 1EBattle126839——85110Final form of OddDanceSimilar to RobMagic.RobMagicSupportSpell0 1EBattle7—32——51Grows into TakeMagicSteals MP (quantity based on the caster's IV) an applies them to your own.RockThrowAttackSpell1 AEBattle28—40—140——SamsiCallSupport—2 AEBattle28—40—140———Causes a big explosion that inflicts instant death (or close to it) on both caster and target.Sam Scall PraySupport															
Radiant Support — 2 AE Battle 12 — 42 — 72 130 Produces a blinding flash of light that lowers the enemies' accuracy.  RainSlash Attack — 5 AE Battle 15 92 — 90 — 96 — Requires BiAttack, SquallHit Slash attack gainst all enemies.  Rewive Recovery Spell 20 1A Anytime 27 — 174 — 7 — 274 Final form of Vivify Completely restores HP and brings back to life of ally.  RobDance Support Dance 0 1E Battle 12 68 39 — 85 110 Final form of OddDance Similar to RobMagic.  RokThrow Attack — 5 AE Battle 16 124 — 102 — 7 — 51 Grows into TakeMagic Steals MP (quantity based on the caster's LV) and applies them to your own.  RockThrow Attack Spell 1 AE Battle 28 — 40 — 140 — 78 Causes a big explosion that inflicts instant death (or close to it) on both caster and target.  SamsiCall Support — 20 — Battle 30 — 130 — — — 400 Grows into BazooCall Summons the powerful Demon Lord Samsi.  SandStorm Support — 2 AE Battle 10 70 — — — 70 Forws into Defense Decreases the enemy's accuracy.  SandStorm Support — 15 Self Battle 20 140 — — — 79 Requires DanceShut, MouthShut, Scals off the next skill or spell that targets the user.  SickLick Support — 4 1E Battle 13 81 — — 94 — Final form of LushLicks Stops the enemy's action for one turn and reduction of the new of the new of the caster is a product of the new of the caster is a product of the new skill or spell that targets the user.  SickLick Support — 4 1E Battle 13 81 — — 94 — Final form of LushLicks Stops the enemy's action for one turn and reduction of the new of	QuadHits	Attack	_	6	AF	Battle	24	124	_	112	_	136	_	Final form of BiAttack	
RainSlash Attack — 5 AE Battle 15 92 — 90 — 96 — Requires BiAttack, SquallHit Slash attack against all enemies.  Ramming Attack — 1 1E Battle 12 70 — — 70 — 70 — A body slam attack that does a great deal of damage to the enemy, also harming the user.  Revive Recovery Spell 20 1A Anytime 27 — 174 — — — 274 Final form of Vivify Completely restores HP and brings back to life of ally.  RobDance Support Dance 0 1E Battle 12 68 39 — — 85 110 Final form of OddDance Similar to RobMagic.  RobMagic Support Spell 0 1E Battle 7 — 32 — — 51 Grows into TakeMagic Steals MP (quantity based on the caster's LV) an applies them to your own.  RockThrow Attack — 5 AE Battle 16 124 — 102 — — — Inflicts 110 points of damage.  Sacrifice Attack Spell 1 AE Battle 28 — 40 — 140 — 78 Causes a big explosion that inflicts instant death (or close to it) on both caster and target.  SamsiCall Support — 20 — Battle 30 — 130 — — — 400 Grows into BazooCall Summons the powerful Demon Lord Samsi.  SamsiCall Support — 2 AE Battle 10 70 — — — — 70 Forows into Defense Decreases the enemy's accuracy.  Sap Support Spell 3 1E Battle 4 — 18 — — — 27 Grows into Defense Decreases the enemy's defense a lot.  Scorching Attack Breath 8 AE Battle 20 140 — — — — 794 Grows into Defense Decreases the enemy's defense a lot.  ScalPray Support — 15 Self Battle 35 87 160 — — 794 Grows into Defense Decreases the enemy's defense a lot.  Slash attack that does a great deal of damage to the enemy, as charge, and the user.  Slash attack that does a great deal of damage enemies.  Stops the enemies.  Attack Support — 4 1E Battle 13 81 — — — 94 — Final form of LushLicks Stops the enemies.		CONTRACTOR OF THE PERSON NAMED IN				Section in the later of the lat		-	42	- 112				Tildi form of blackdex	
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to Plant Family monsters.  SickLick Support — 4 1E Battle 13 81 — — — 94 — Final form of LushLicks Stops the enemy's action for one turn and reduc	Shears	Attack	-	3	1E	Battle	12	68	_	62	_	72	_		Slash attack that does a great amount of damage
the target's DEF to 1.	SickLick	Support	-	4	1E	Battle	13	81	-	-	-	94	_	Final form of LushLicks	Stops the enemy's action for one turn and reduces
															the target's DEF to 1.



		CI	MP			LV	HP		STR		AGL			
Name	Type			Range		Req.	Req.	Req.	Req.	Req.		Req.	Notes	Description
SideStep	Defense	Dance		Self	Battle	9	63	_	-	_	54	_		Makes it easy to dodge the enemy's attack.
Sleep	Support	Spell	3	1E	Battle	4	-	24	11-		-	29	Grows into SleepAll	Puts the enemy to sleep for a maximum of 3
SleepAir	Support	Breath	3	AE	Battle	10	70		_		_	180		Puts enemies to sleep for a maximim of 3 turns.
SleepAll	Support	Spell		AE	Battle	11	_	52	_		_	83	Final Form of Sleep	Puts all enemies to sleep for about 1 to 3 turns.
SlimeBlow				1E	Battle	12	62	_	68		72	_	rina rom or sieep	Slash attack that does a great amount of damage
														to Slime Family monsters.
Slow	Support	Spell	3	1E	Battle	3	_	16	-	_	_	26	Grows into SlowAll	Reduces the enemy's AGL.
SlowAll	Support	Spell	4	AE	Battle	7	100-	32	_	_	_	51	Final form of Slow	Same effect as Slow, but affects all enemies.
SnowStorm		Spell		AE	Battle	12	-	42	_	-	_		Grows into Blizzard	Inflicts about 50 points of damage.
Speed	Support	Spell		1A	Battle	1	_	10	_	_	_		Grows into SpeedUp	Raises the AGL of one ally.
SpeedUp	Support	Spell		AA	Battle	5	-	24	-	-	-	36	Final form of Speed	Raises the AGL of all allies.
SquallHit	Attack	-	2	1E	Battle	12	72	_	68	_	82	_		Slash attack that guarantees the user the first
Chan Cuand	Field		2		Field	10		40				62		Strike.  Protects the party when walking across dangerous
StepGuard	Field		2	_	Field	10		40				0.2		areas in Magic Key worlds.
StopSpell	Support	Snell	3	AE	Battle	9	_	44	_	_	_	69		Prevents the enemies from using Spells.
StormWind		-		AA	Battle	19	140	_	_	126	140	_	Final form of TailWind	Protects all allies against a Breath attack.
StrongD		_		Self	Battle	14	98	_	-	84	_	_		Sets up a strong defense that reduces all damage
														to 1/10th.
SuckAir	Defense	Breath	0	Self	Battle	17	119	_	-	102	_	_		Roughly doubles the damage from Breath attacks
														used the turn after the spell is cast.
SuckAll	Defense	-	2	Self	Battle	13	91	_	-	78	-	-		Sucks in attacks against an ally for one turn. The
														caster does take damage.
Surge	Recovery	-	7	AA	Battle	23	-	130	-	-	-	306	Requires Antidote, NumbOff,	Completely heals the party of all status
					D 401								DeChaos, CurseOff	anomalies.
Surround	Support	Spell		AE	Battle	10	-	47	_	- 04	70	74	Committee Standard	Decreases the enemies' accuracy.
TailWind	Defense	7	ь	Self	Battle	11	75		-	84	70	_	Grows into StormWind	Causes a Breath attack meant for the caster to rebound against one opponent.
TakeMagic	Support	Spell	2	Self	Battle	13		58				9/1	Final form of RobMagic	Steals MP (quantity based on the caster's LV) and
lakewagic	Support	Spell	-	Jen	Dattie	13		30				34	That form of Robwagie	applies them to your own.
TatsuCall	Support	_	20	_	Battle	20	_	70	_	_	_	100	Grows into DiagoCall	Summons the Demon Lord Tatsu.
ThickFog	Support	_		AE	Battle	22	_	120	_	_	_	288		A thick envelope of fog that seals both the allies'
				1340										and enemies' Spells.
Thordain	Attack	Spell	15	AE	Battle	30	-	128	-	_	_	306	Final form of Bolt	Inflicts about 200 points of damage.
TidalWave	Attack	-	15	AE	Battle	19	112	_	114	-	132	_	Final Form of Watershot	Giant wave of water that inflicts 120-160 points of
														damage on all enemies.
	Support	Spell		Self	Battle	21	_	92	-	_	_	159		Caster transforms into the enemy.
TwinHits	Support	Spell		1A	Battle	17	-	72	-	-	_	119		Doubles the target's attack strength.
TwinSlash	Attack		2	1E	Battle	8	80	-	80	_	_	_		Inflicts damage against opponent while wounding the caster.
LilbertDours	Cupport		7	1E	Battle	21		110				270	Requires Surround, Defense, SlowAll	Casts Sap, Slow, and Surround all at once against
UltraDown	Support	-	1	IL.	Dattie	21		110				270	Requires Surround, Derense, SlowAir	one enemy.
Upper	Support	Spell	2	1A	Battle	2	_	14	_		_	22	Grows into Increase	Raises one ally's defense.
VacuSlash	Attack	_		1E	Battle	11	77	34	66	_	_	76	Requires ChargeUp, WindBeast	Strength of this attack fluctuates depending upon
														resistance to Wind-based attacks.
Vacuum	Attack	_	6	AE	Battle	19	112	-	114	-	132	-	Final form of WindBeast	Wind-based attack whose strength is based on the
														caster's level.
Vivify	Recovery	Spell	10	1A	Anytime	14	-	63	-	-	-	98	Grows into Revive	May bring back to life one ally and recover half of
														his/her Max HP.
WarCry	Support	-		AE	Battle	14		-	-	-	-	10 m		Stops affected enemies for 1 turn.
Watershot	Attack	-	5	1E	Battle	13	74	-	60	-	84	-	Grows into TidalWave	Wave of water that inflicts 30–45 points of
Whiat	Einla				Field			20				4.4		damage on a single enemy.
Whistle	Field		0	-	Field	4	-	28			-	44		Spell equivalent of the ShinyHarp. Calls monsters to battle when used in a Magic Key world.
WhiteAir	Attack	Breath	16	AE	Battle	20	210						Final form of FrigidAir	Inflicts about 170 points of damage.
WhiteFire	Attack	Breath		AE	Battle	20	210			_	_		Final form of FireAir	Inflicts about 170 points of damage.
WindBeast		-		1E	Battle	13	74	_	60	_	84	_	Grows into Vacuum	Wind-based attack that's strength is based on the
														caster's level.
YellHelp	Attack	-	8	AE	Battle	23	128	64	-	-	82	134	Final form of CallHelp	Calls for help to strike the enemy (1–8 hits).
														Damage is based on ally's level.
Zap	Attack	Spell		AE	Battle	15	-	54	-	-	_		Grows into Thordain	Inflicts about 80 points of damage.
ZombieCut	Attack		3	1E	Battle	12	64	-	58	-	62	87		Slash attack that does a great amount of damage
					THE RESERVE TO SERVE									to Zombie Family monsters.

# ITEMS GALORE!

The world of *Dragon Warrior Monsters 2* is filled with items to help you on your quest. You can purchase many of these items from the Item Shops on the docks in GreatLog or in the various Magic Key worlds. Some items, however, can be found only in dungeons and towers.

When seeking items in the Magic Key worlds, look for the following icons to indicate the presence of certain items:



The Leaf icon includes leafy items like Herb, Antidote, MoonHerb, etc.



 The Potion bottle indicates the presence of Potion, WorldDew, ElfWater, etc.



■ The Wing icon indicates a WarpWing.



■ The Bell icon indicates the presence of a SkyBell or ExitBell.



 A piece of Meat on a stick indicates BeefJerky, PorkChops, Ribs, Sirloin, or BadMeat.



 The Staff icon represents all of the staffs, like Warp Staff, Bolt Staff, etc.



The Nut icon, which is similar to the Gold icon, indicates stat-raising seeds and nuts, like MysticNut or INTseed.



◆ The Gold icon indicates a TinyMedal or Gold.



 A Treasure Chest can be home to both items and gold or a nasty Mimic.

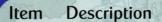
Certain items, like stat-raising seeds and nuts, are only in the Magic Key worlds. Accessories, which are new to *Dragon Warrior Monsters 2*, are only in treasure chests.

# TIP

Item prices vary by store. The three shops in GreatLog offer the best prices on basic goods. Unfortunately, not all of the game's purchasable items are in GreatLog, so shop around until you find the best price. Wealthy shoppers should buy a GoldPass as soon as possible. It gives you a 10 percent discount at all of the Item Shops in the game. This helps you cut down the prices of expensive items like books from 10,000G to 9,000G!

# HERBS, POTIONS, AND OTHER MEDICINES

Use the following items at any time to heal a wounded or fallen monster. You can also use these healing items on enemy monsters to make them like you more. However, is it really worth restoring their HP and MP also? All of these items are in Item Shops.



Antidote Cures Poisoned status. Heals one monster and can be used any time.

AwakeSand Awakens sleeping monsters. Heals one monster and can be used any time.

ElfWater Completely restores one monster's MP. Can be used

any time.

Herb Restores 30–40 HP. Affects one monster only and can

be used any time.

Cures Cursed status. Heals one monster and can be

used any time.

LoveWater Restores 60-70 HP. Affects one monster only and can

MoonHerb Cures Paralysis. Heals one monster and can be used any time.

Potion Recovers 20–30 MP for one monster.

Can be used any time.

be used any time.

SageStone Heals entire party by 60–70 HP. Can be used only during battle. Lasts several uses, then breaks.

SkyBell Cures Confusion. Heals one monster and works any time.

WorldDew Completely heals your entire party.

Can be used at any time.

WorldLeaf Resurrects a single knocked-out character.

Can be used any time.



# TRAVEL ITEMS

The following items are useful when you are traveling in Magic Key worlds. All of them are in Item Shops.

Item	Description
	MATANA A A A A A A A A A A A A A A A A A
BeastTail	When used in battle, this shows you which of the
	monsters in the current battle you have already
	obtained.
Bookmark	Allows you to save the game anywhere in the Magic
	Key worlds.
ExitBell	When used inside dungeons, caves, and towers, this
	item immediately transports your party outside the
	entrance.
GoldPass	When held in your inventory, this item entitles you to
N/LIPS	a 10 percent discount at all Item Shops.
Log Twig	Moves the Magic Door shrine to your current location
	in a Magic Key world.
Repellent	Repels all monsters for a limited time.
ShinyHarp	Summons monsters to battle. Can be used anywhere.
TinyMedal	Trade to the Medal Master for rare Monster Eggs.
Warp Staff	When used outside in Magic Key worlds, warps you
	back to the Magic Door shrine.
WarpWing	When used outside in Magic Key worlds, immediately
1034	warps you back to Warubou and GreatLog.

# MONSTER FOOD

Giving meat to monsters makes them like you better. When given to your own monsters, these items reduce their Wild stat. When given to opponent monsters, these items increase the chance of those monsters joining your collection.

Item	Description
BadMeat	Given to an ally, it lowers the Wild stat 5 points, but causes Poison. Given to enemies in battle, it makes the enemy slightly more interested in joining you, and can poison them.
BeefJerky	Given to an ally, it lowers the Wild stat 5 points. Given to the enemy during battle, it makes them like you a little bit.
PorkChop	Given to an ally, it lowers the Wild stat 10 points. Given to the enemy in battle, it makes them like you somewhat. Give monsters a few if you want to recruit them.
MeteOrb	Given to an enemy monster in battle, this item guarantees that the monster will join your party.  Cannot be given to ally monsters.
Rib	Given to an ally, it lowers the Wild stat 20 points.  Given to the enemy during battle, it makes them like you quite a bit. Good for recruiting common monsters.
Sirloin	Given to an ally, it reduces the Wild stat 100 points.  Given to the enemy during battle, it makes them like you a lot. Great for recruiting rare monsters!

# STAT-RAISING SEEDS

The following seeds are only on the ground in Magic Key worlds or in Treasure Chests, and can only be used in the Field. Use them to help augment your monsters' natural stats.

Item	Description
AGLseed	Raises AGL between 1–3 points. Can only be used in the Field.
ATKseed	Raises ATK between 1–3 points.
DEFseed	Raises DEF between 1–3 points.
INTseed	Raises INT between 1–3 points.
LifeAcorn	Raises HP between 1–5 points.
MysticNut	Raises MP between 1–5 points.

# COBI AND TARA'S WEAPONS

The following items allow Cobi and Tara to participate in battle. Staffs can be used several times before they break.

Item	Description	3
Bolt Staff	Inflicts 35–50 HP of damage on all enemies. Only used in battle. Thunder-based magic.	
Fire Staff	Inflicts 140–170 HP of damage to one enemy. Only used in battle. Equal to the spell Blazemost.	
Friend Staff	Increases a party member's STR. Equal to the spell TwinHits.	
Mist Staff	Contains a mist that encircles the enemy, trapping their spells. Used only in battle.	
Snow Staff	Inflicts 80-110 HP of damage on all enemies. Only used in battle. Equal to the spell Blizzard.	M
Wind Staff	Inflicts 8–24 points of damage on all enemies. Used in battle only. Equal to the spell Infernos.	

# **BOOKS**

Use these books to manipulate your monster's personality. Each book has a different effect.

# Item Description

BeNice Book Makes the monster more considerate and more compatible with the Defense strategy.

Cheater Book Makes the monster more wily.

Comedy Book Makes the monster more foolish.

Horror Book Makes the monster more cowardly.

Quest Book Makes the monster braver and more compatible with the Charge strategy.

Smart Book Makes the monster smarter and more compatible

with the Mixed strategy.





# **ACCESSORIES**

The following items are new to *Dragon Warrior Monsters 2*, and allow you to further protect and strengthen your monsters.

Accessories are only found in Treasure Chests, and most are very rare.

Item	Description
AGL Bracelet	Increases the wearer's AGL by 10 points.
BraveCape	Protects wearer against spells that seal off a
	monster's spells and skills.
Cleric Ring	Increases the wearer's rate of INT growth.
Divine Ring	The wearer recovers 1HP per step.
D-Scale	Increases the wearer's DEF by 5 points.
DracoBelt	Increases the wearer's Max HP by 80 points.
DracoCape	Increases the wearer's resistance to fire and ice attacks.
DrakScale	Increases the wearer's DEF by 50 points.
Fight Ring	Increases the wearer's rate of ATK growth.
GoldCape	Increases the wearer's resistance to spells that cause status anomalies.
Life Ring	The wearer recovers 1 MP per step.
Mage Ring	Increases the wearer's rate of MP growth.
MagicBelt	Increases the wearer's maximum MP by 30
	points.
MagicCape	Increases the wearer's resistance to the following spell types: Bang, Blaze, Bolt, Firebal, IceBolt, and Infernos.
MermScale	Increases the wearer's DEF by 10 points.
OddBelt	Increases the wearer's MP by 80 points.
OrcaCape	Increases the wearer's resistance to water attacks.
PltnmCape	Raises wearer's resistance to curse, paralysis, and death spells and skills.
Sailor Ring	Increases the wearer's rate of DEF growth.
SilvrCape	Raises wearer's resistance to confusion, poison,
	and sleep spells and skills.
Smart Hat	Increases the wearer's INT by 50 points.
Starry Bracelet	Increases the wearer's AGL by 50 points.
SteelFang	Increases the wearer's STR by 50 points.
StoneFang	Increases the wearer's STR by 10 points.
Thief Ring	Increases the wearer's rate of AGL growth.
VITBelt	Increases the wearer's HP by 30 points.
War Ring	Increases the wearer's rate of HP growth.
Wise Hat	Increases the wearer's INT by 100 points.



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